DRAGON QUEST III™

The Seeds of Salvation

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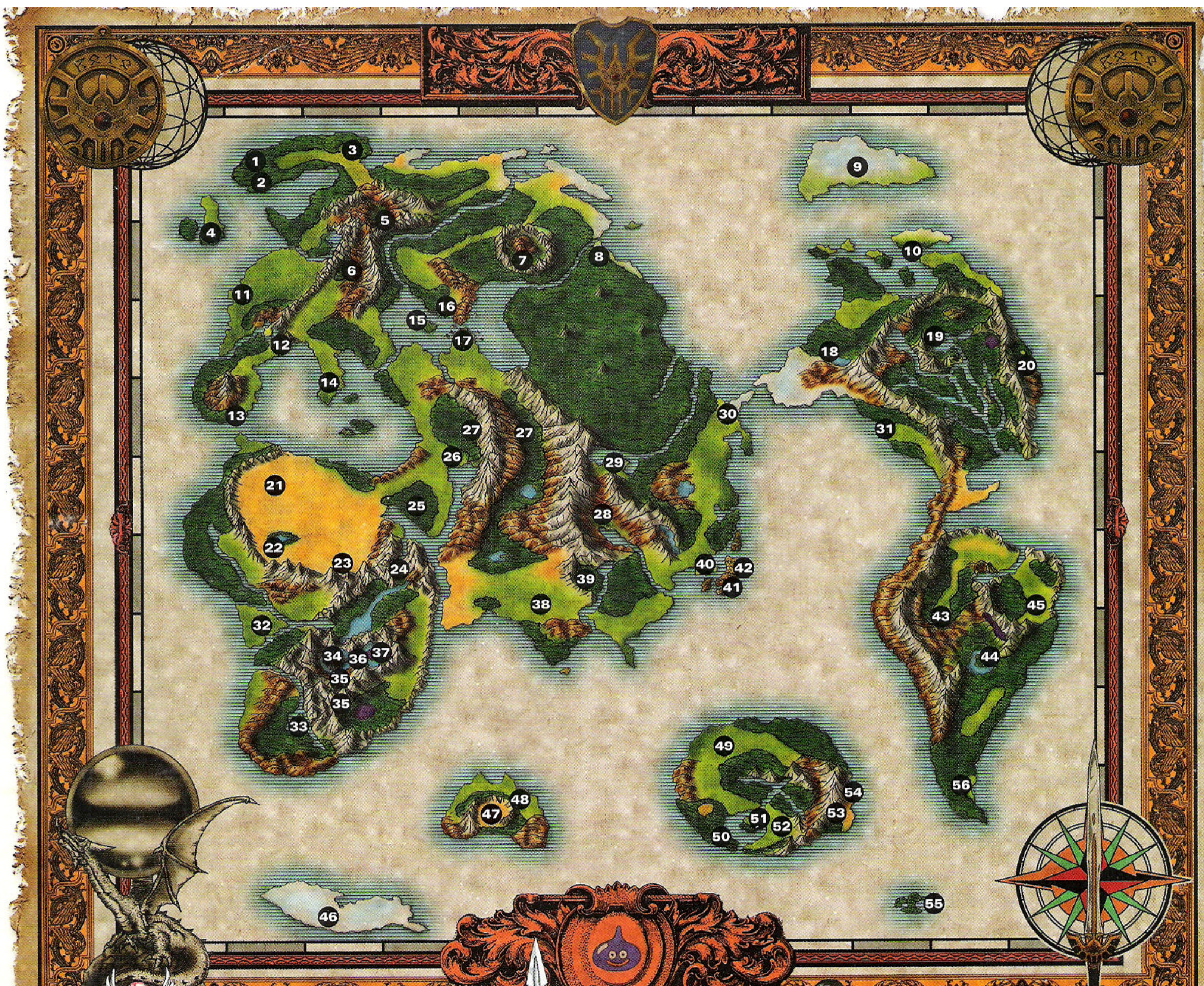

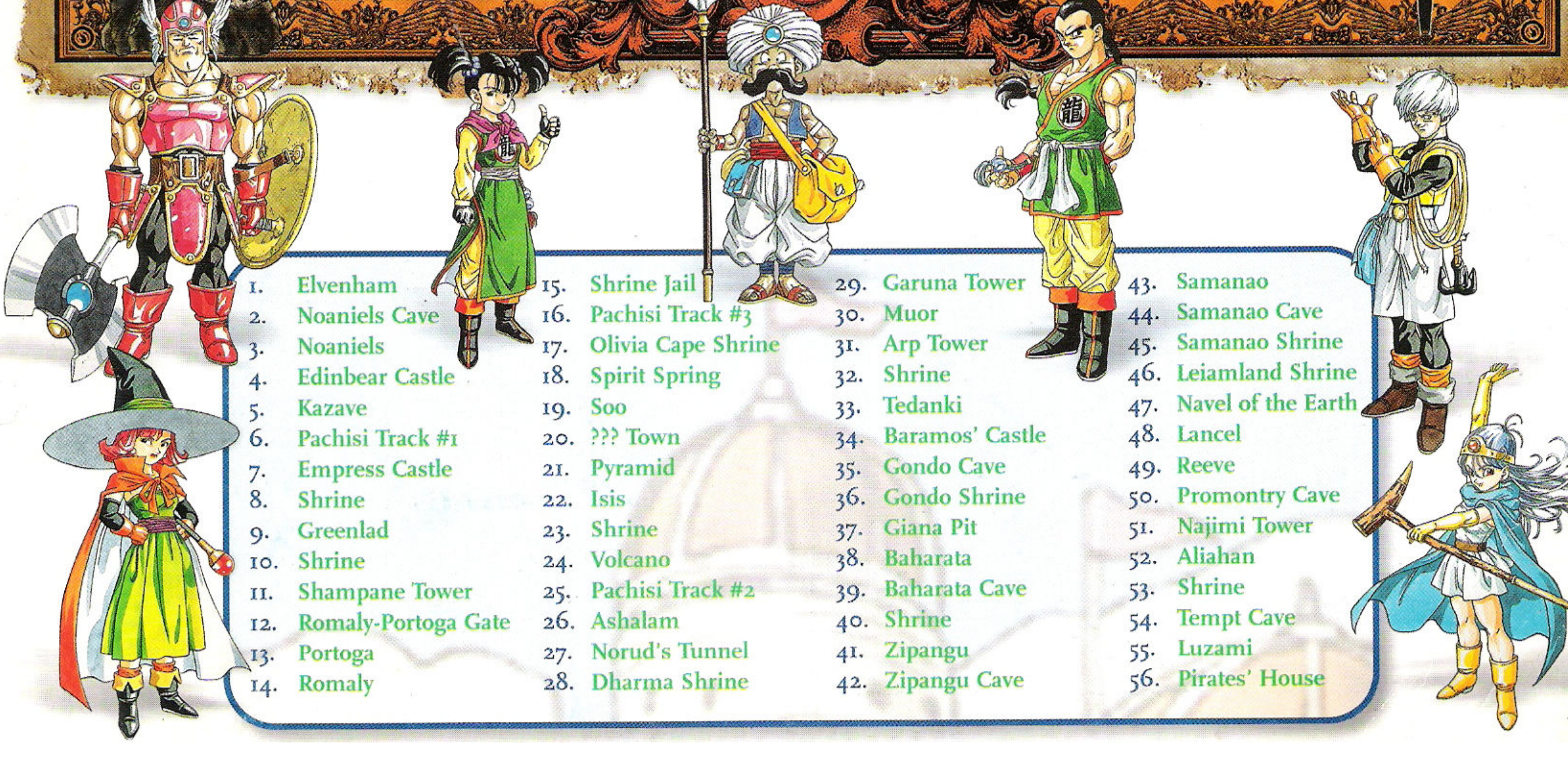

1. Elvenham
2. Noaniels Cave
3. Noaniels
4. Edinbear Castle
5. Kazave
6. Pachisi Track #1
7. Empress Castle
8. Shrine
9. Greenlad
10. Shrine
11. Shampane Tower
12. Romaly-Portoga Gate
13. Portoga
14. Romaly
15. Shrine Jail
16. Pachisi Track #3
17. Olivia Cape Shrine
18. Spirit Spring
19. Soo
20. ??? Town
21. Pyramid
22. Isis
23. Shrine
24. Volcano
25. Pachisi Track #2
26. Ashalam
27. Norud's Tunnel
28. Dharma Shrine
29. Garuna Tower
30. Muor
31. Arp Tower
32. Shrine
33. Tedanki
34. Baramos' Castle
35. Gondo Cave
36. Gondo Shrine
37. Giana Pit
38. Baharata
39. Baharata Cave
40. Shrine
41. Zipangu
42. Zipangu Cave
43. Samanao
44. Samanao Cave
45. Samanao Shrine
46. Leiamland Shrine
47. Navel of the Earth
48. Lancel
49. Reeve
50. Promontry Cave
51. Najimi Tower
52. Aliahan
53. Shrine
54. Tempt Cave
55. Luzami
56. Pirates' House

DRAGON QUEST III
The Seeds of Salvation

PRIMA'S OFFICIAL STRATEGY GUIDE

Elizabeth M. Hollinger

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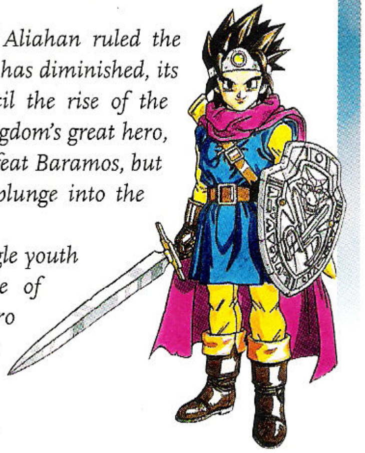
INTRODUCTION



"Many years ago, the kingdom of Aliahan ruled the world. Although its former influence has diminished, its people lived in peace. That is, until the rise of the Demon Lord Baramos . . . . The kingdom's great hero, Ortega, embarked on a journey to defeat Baramos, but was said to have perished from a plunge into the maw of a volcano.

Over a dozen years later, a single youth strides purposefully into the castle of Aliahan. The youth is the hero Ortega's only child. The King, recognizing the youth's determination to succeed the fallen father, commands, "Defeat the Demon Lord Baramos."

You are the young hero of Aliahan. Assemble a team of trusted companions for a spectacular quest to save the world from the terrors of the Demon Lord Baramos."

You are in charge of a group of adventurers seeking to defeat the Demon Lord Baramos. Along the way, you battle a great many monsters to gain the experience necessary to defeat him. You must also speak to your fellow citizens to learn about the tools you need to reach Baramos' lair.

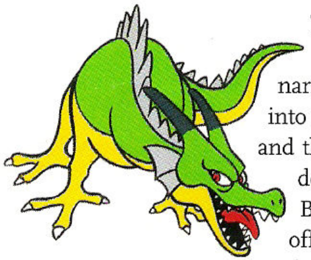
CONVENTIONS USED IN THIS GUIDE

This guide is easy to use and is filled with information to help you. It is not, however, meant to stand in for the *Dragon Warrior III* manual. This guide is written with the expectation that you have already read the game's manual and are familiar with the game's basics.

STARTING YOUR ADVENTURE

"Preparing for Adventure" and "Playing *Dragon Warrior III*" cover everything you need to know when starting the game, from how to take the Personality Quiz to figuring out the best ways to hunt for buried treasure. Check these sections for a more detailed explanation about how certain game systems work.

THE WALKTHROUGH



The bulk of this guide walks you through the game. Instead a long, narrative style walkthrough, we've broken it into two sections: the flowchart walkthrough and the maps. The flowchart walkthrough is designed to get you from Point A to Point B with minimum fuss. The map section offers maps of all the game's dungeons and major towns along with tips and hints about special points of interest. Combine both sections to get the right amount of help you need or desire!

MONSTERS, ITEMS, SPELLS, AND MINI-GAMES

The remainder of the guide provides detailed information about all of the spells, items, and monsters found in *Dragon Warrior III*. We've also provided a chapter with hints and tips about the Mini-Games. These games increase your enjoyment of the game and also fill your coffers!

ICONS USED IN THE GAME

Job Class Icons

H = Hero

W = Warrior

F = Fighter

M = Mage

C = Cleric

T = Thief

D = Dealer

J = Jester

S = Sage

Town Icons

INN = Inn

✝ = Temple

= Item Shop

♔ = King (Save Point)

⚔ = Weapons and Armor Shop

= Treasure Chest

Item Location Icons

= Item Shop

● = Dropped by a Monster

= Treasure Chest

! = Event

PREPARING FOR ADVENTURE:

CHOOSING YOUR PARTY AND TAKING THE PERSONALITY QUIZ

Open a new file, name your character (there is a four letter limit), and choose its gender. Then you are whisked away to a promontory overlooking a waterfall where a disembodied spirit waits to test you and assess your personality.

Hero... Hero...
You hear my voice...

You'll meet this "voice" later in the game!

NOTE The game's developers have reserved a few names for the game itself (specifically the names Eric and Loto) so you can't use them as your character's name. Get around this barrier by capitalizing the entire name or various letters.

The personality system allows you to customize your character to reflect your own personality. Answer the questions honestly. You should know a few things about the personality system. First of all, the personality assigned to your character determines how his or her stats are likely to increase whenever the character levels up. For example, a Valiant character's STR and VIT stats will grow more quickly than the rest of his or her abilities, making this character a paragon of physical strength and vitality. A Smart character emphasizes INT first, then VIT and AGL, creating a person who's better at casting spells than bludgeoning monsters with a sword.

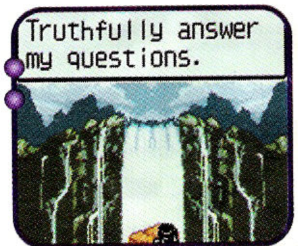
However, it is easy to change a character's personality to reflect changes in Job Class or strategies in leveling up. Many books hidden in the bookcases of the cities and villages of *Dragon Warrior III* instantly transform a character's personality. Also, many accessories change a character's personality while that item is equipped. So, if you want to change your Valiant Hero into a Smart Hero to even out the disparities between his STR and INT stats, have him read a Smart Book or wear the INT Spectacles for awhile.

The following table demonstrates how each personality affects the growth of a character's stats. The growth rate of an ability is rated here on a scale of 1 to 7, with 4 being normal, 1 being sub-normal, and 7 being the fastest rate of growth.

Personality	STR	AGL	VIT	INT	LUCK
Agile	3	6	3	4	2
Alert	3	5	3	6	4
Amazon (Female)	6	3	4	2	2
Bully	6	3	3	1	2
Carefree	4	2	5	5	5
Careless	2	5	4	2	2
Cowardly	3	2	3	6	6
Defiant	3	5	5	3	3
Diligent	5	3	6	3	2
Eager	5	3	5	4	2
Fearless	3	6	5	4	4
Foolish	3	5	2	2	3
Gourmet	5	1	5	1	2
Happy	3	4	3	4	6
Helpless	3	4	3	5	4
Honest	4	3	4	5	3
Ironman	5	2	6	3	2
Jock	6	2	4	2	2
Kindly	5	3	5	5	3
Ladylike (Female)	4	2	3	5	7
Lazy	5	1	6	2	5
Lewd (Male)	5	3	6	5	3
Logical	2	5	3	6	2
Lonesome	4	3	2	5	5
Lucky	4	5	4	4	7
Macho	5	4	4	3	1
Meddler	5	3	5	2	2
Naive	4	3	3	2	5
Ordinary	4	4	4	4	4
Quick	4	7	4	4	4
Romantic	3	5	3	5	4
Selfish	3	5	3	3	3
Sexy (Female)	5	6	5	5	6
Sharp	4	6	2	7	3
Silly	4	6	3	5	5
Smart	3	4	4	6	3
Solitary	4	5	6	5	2
Stubborn	4	1	6	1	2
Timid	5	1	6	5	3
Tomboy (Female)	5	5	2	3	3
Tough	5	3	7	2	2
Twisted	2	6	2	5	6
Vain	5	5	3	5	3
Valiant	7	2	4	2	2
Weepy	3	3	4	5	5

HOW THE PERSONALITY QUIZ WORKS

The Personality Quiz given at the start of the game has two parts: Q&A and practical application. The Q&A segment asks you enough questions for the computer to determine your basic personality leanings. Your personality is further defined when the computer watches you perform in one of eight scenarios. How you react to the situation determines your starting personality.


Truthfully answer my questions.

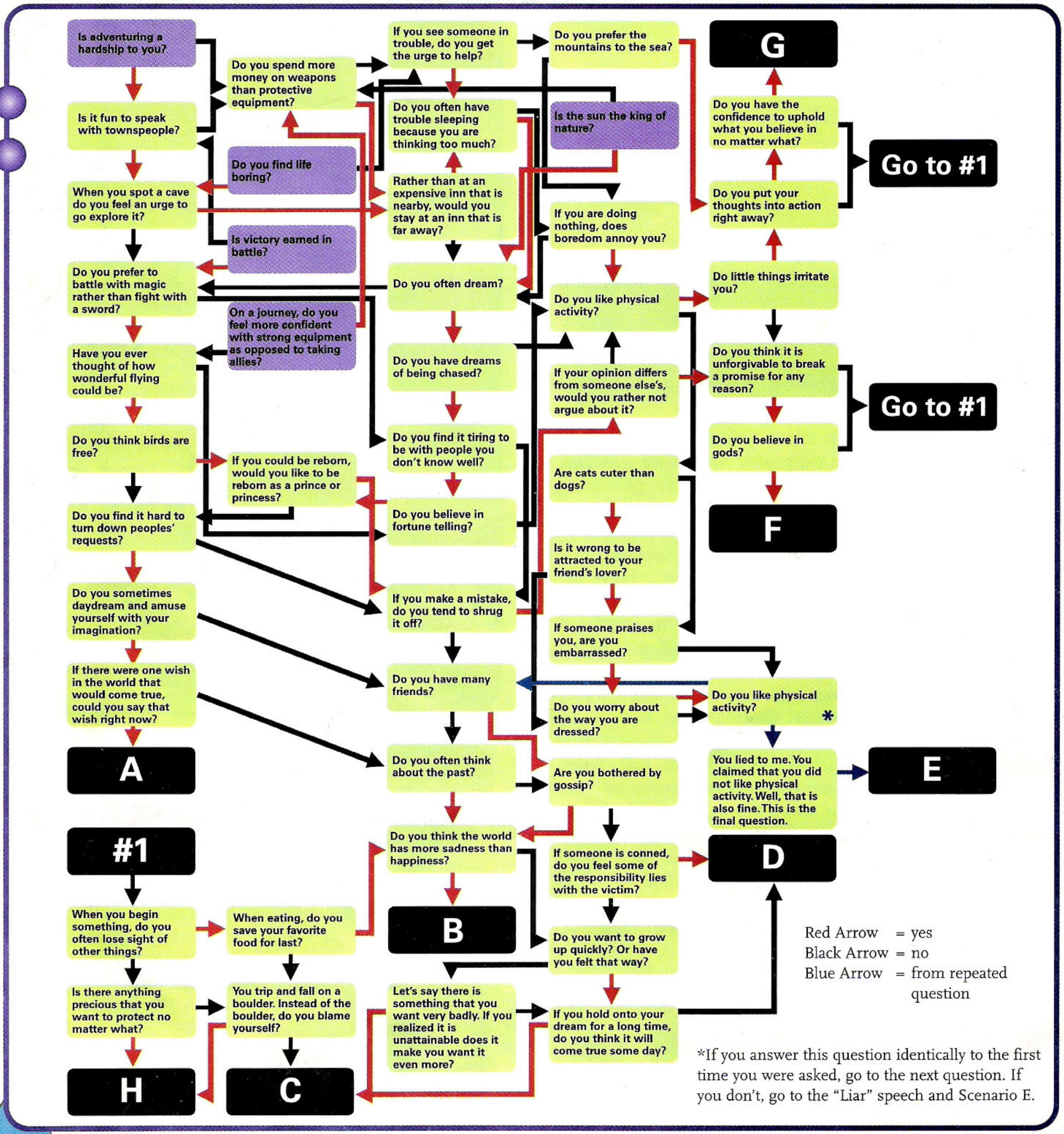
Answering the questions truthfully gives you a character with a personality similar to your own.

As you can see from the table in the previous section, there are certain benefits to getting some personalities over others. Fortunately, with the information provided below, you can easily arrange it so that you start off with the personality you most desire.

First, you've got to get to the scenario that tests for the personality you want. Do that by answering the questions in a specific way.

The quiz has 50 questions: 5 "starter" questions (1 is chosen at random at the start of the quiz) and 45 "regular" questions. Answering yes or no to a question prompts the computer to move to another question or to place you into a final scenario. Use the flowchart to negotiate the maze of questions and get the result you want. Keep in mind that the number of questions you are asked varies based on the scenario you are looking for and the way in which you answer the questions leading up to the scenario.

At the end of the Q&A period, the computer places you into a scenario to see how you react. What you do here determines your starting personality. What follows is a description of each scenario and a list of what actions lead to which personalities.


Is adventuring a hardship to you?
Is it fun to speak with townspeople?
When you spot a cave do you feel an urge to go explore it?
Do you prefer to battle with magic rather than fight with a sword?
Have you ever thought of how wonderful flying could be?
Do you think birds are free?
Do you find it hard to turn down peoples' requests?
Do you sometimes daydream and amuse yourself with your imagination?
If there were one wish in the world that would come true, could you say that wish right now?
A
#1
When you begin something, do you often lose sight of other things?
Is there anything precious that you want to protect no matter what?
H
Do you spend more money on weapons than protective equipment?
Do you find life boring?
Is victory earned in battle?
On a journey, do you feel more confident with strong equipment as opposed to taking allies?
If you could be reborn, would you like to be reborn as a prince or princess?
When eating, do you save your favorite food for last?
You trip and fall on a boulder. Instead of the boulder, do you blame yourself?
C
If you see someone in trouble, do you get the urge to help?
Do you often have trouble sleeping because you are thinking too much?
Rather than at an expensive inn that is nearby, would you stay at an inn that is far away?
Do you often dream?
Do you have dreams of being chased?
Do you find it tiring to be with people you don't know well?
Do you believe in fortune telling?
If you make a mistake, do you tend to shrug it off?
Do you have many friends?
Do you often think about the past?
Do you think the world has more sadness than happiness?
B
Let's say there is something that you want very badly. If you realized it is unattainable does it make you want it even more?
Do you prefer the mountains to the sea?
Is the sun the king of nature?
If you are doing nothing, does boredom annoy you?
Do you like physical activity?
If your opinion differs from someone else's, would you rather not argue about it?
Are cats cuter than dogs?
Is it wrong to be attracted to your friend's lover?
If someone praises you, are you embarrassed?
Do you worry about the way you are dressed?
Are you bothered by gossip?
If someone is conned, do you feel some of the responsibility lies with the victim?
Do you want to grow up quickly? Or have you felt that way?
If you hold onto your dream for a long time, do you think it will come true some day?
G
Do you have the confidence to uphold what you believe in no matter what?
Do you put your thoughts into action right away?
Go to #1
Do little things irritate you?
Do you think it is unforgivable to break a promise for any reason?
Do you believe in gods?
Go to #1
F
Do you like physical activity? *
You lied to me. You claimed that you did not like physical activity. Well, that is also fine. This is the final question.
E
D

Red Arrow = yes
Black Arrow = no
Blue Arrow = from repeated question

*If you answer this question identically to the first time you were asked, go to the next question. If you don't, go to the "Liar" speech and Scenario E.

SCENARIO A: THE TOWER

✱ What is it?
If you're going to

You start at the top of a tower as a participant in a challenge to test your courage. You can either jump off the tower or leave via the stairs.

Action	Personality
Jump off the tower	Romantic
Leave via the stairs	Lonesome

SCENARIO B: THE BOULDER IN THE FOREST

✱ Whoa-whoa-whoa!
I see you're lost.

Your desire to be helpful determines your personality in this scenario. You meet a man who tells you how to get out of the forest. In return, he'd like you to bring him any boulders you find on the way. The number of boulders you push back to the man determines your personality.

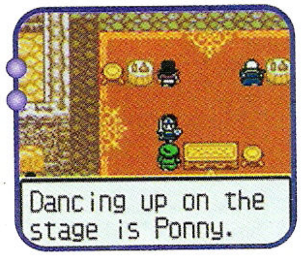
Action	Personality
Bring back 0–1 boulders	Lazy
Bring back 2–5 boulders	Vain
Bring back 6–19 boulders	Diligent
Bring back 20–39 boulders	Eager
Bring back 40 boulders	Tough

SCENARIO C: THE MAZE

Scenario C: the Maze places you in a labyrinthine cavern. Read the signs and follow their instructions to the cave's exit. Failing to follow the signs puts you at risk, and the things that happen when you leave the safe path determine your personality. Should you decide to explore the cave, you quickly discover many traps and pitfalls that can affect the outcome.

Action	Personality
Follow the signs and make it to the exit without mishap	Stubborn
Ignore the first sign (fall down a pit)	Selfish
Ignore the second, third, or fourth sign (fall down pits)	Defiant
Go for the treasure (fall down pit)	Foolish
Save the maiden	Honest

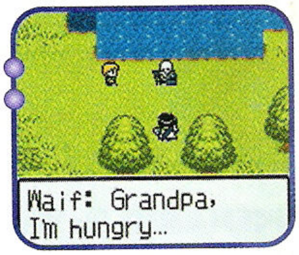
SCENARIO D: THE FAMOUS DANCER


Dancing up on the
stage is Ponny.

This scenario places you as the go-between for a young man and his newly famous dancer girlfriend. How you handle the situation determines your personality. You have four choices, including leaving the theater.

Action	Personality
Leave the theatre (at any point)	Carefree
After relaying the message to Ponny, answer "Yes" to the boy's question	Weepy
After relaying the message to Ponny, answer "No" to the boy's question	Solitary
After relaying the message to Ponny, answer "Huh?" to the boy's question	Naive

SCENARIO E: THE THEFT


Waif: Grandpa,
I'm hungry...

This tricky situation tests your honesty. An old man asks you to fetch a purse from his house. When you get the purse, you are arrested for theft. How you defend yourself determines your personality.

Action	Personality
Leave town without getting the purse	Timid
Plead guilty to taking the purse (accept the blame)	Vain
Plead not guilty (say that you were tricked)	Alert

SCENARIO F: THE MONSTER IN THE WELL

✱ Oh, oh, oh, oh!

In Scenario F, you appear as a monster bent on destroying the town and its inhabitants. Press Ⓐ to breathe flame on whatever stands in front of you. Your personality is determined by how many people you eliminate while in the town. The scenario ends when you exit the town. Take out the man who challenges you at the start of the scenario.

Action	Personality
Take out only one or two people (including the man at the start)	Valiant
Eliminate everyone except the man hiding outside the Inn	Careless
Take out the little boy in bed and anyone (or everyone) else	Logical
Leave town with the boy alive and the Nun dead	Cowardly
Leave town with the boy and the Nun alive, but more than two people dead	Helpless

SCENARIO G: LOST IN THE DESERT

* Gasp... Pant...
I-I can't go on...

Scenario G finds you in the middle of the desert. To the north are two brothers in dire straits. One is too tired to continue walking, and they only have enough water for one to make it to the desert's edge. You must help the brothers decide what to do.

Action	Personality
Tell him to leave his brother behind	Bully
Tell him to carry his brother with him	Macho
Tell him to leave the canteen with his brother	Fearless

SCENARIO H: THE QUEEN'S TREACHERY

A woman is talking to herself...

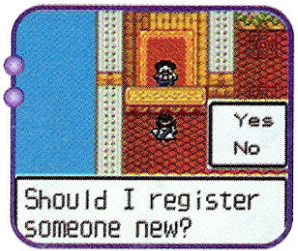
The final scenario is the strangest. You arrive outside the chambers of a greedy Queen who covets a neighboring kingdom's jewels. When you speak to her, she spins a tale of that state's treachery and their plans to invade our kingdom. Your personality is decided by your reaction to the briefing downstairs. You can leave the castle or speak to the troubled duke in the room next to the throne room.

Action	Personality
Leave the castle directly	Happy
Believe that the king's orders are absolute and must be followed	Lewd (if male) Sexy (if female)
Believe that how people decide what is right or wrong often depends on the individual	Smart
Believe that the king's orders can be ignored if they are clearly wrong	Silly
Say "No" to both of the duke's propositions (you believe that the king's orders are not absolute but it's wrong to ignore them even if you think they're wrong)	Kindly

PERSONALITIES AND THE REST OF YOUR TEAM

Your teammates are also assigned personalities when you create them in Ruida's Tavern. As with the Hero, your teammates' personalities affect how their stats grow when they level up. Unfortunately, rigging their personalities is not as easy as rigging the Hero's.

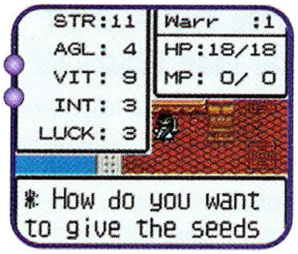
▶ Upstairs in Ruida's Tavern is the registrar. Here you create characters you can then recruit downstairs at the bar.



Should I register someone new?

If you manually create a character on the tavern's second floor, assign the character a name, gender, and Job Class. At that point, the character's stats are randomly generated based on the average stats for that character's gender and class plus a few bonus points. Further increase the character's individual stats by giving him or her five seeds of your choice. These seeds provide a bonus of one to three points to the targeted stat. So, you can raise that character's STR stat by giving him or her five STRseeds, or apply the raises across the board by giving him or her one of each of the five seeds. After you've applied the five seeds, your character's personality is determined. Keep or delete the character you've created.

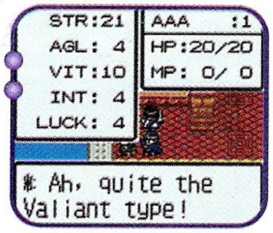
▶ Choose the seeds carefully if you are trying to create a character with a specific personality type.


STR:11
AGL: 4
VIT: 9
INT: 3
LUCK: 3
Warr :1
HP:18/18
MP: 0/ 0
* How do you want to give the seeds

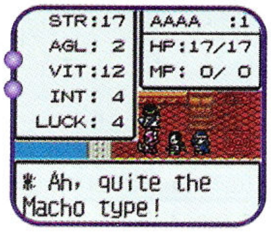
Your characters' personalities are determined by the bonuses you and the computer apply to their base stats. Say you decide to create a male Warrior. The base stats for a Warrior are STR-9, AGL-2, VIT-9, INT-2, and LUCK-3. When your character's stats are generated, the computer adds random bonuses to some of the abilities, giving you a character with the following stats: STR-10, AGL-4, VIT-10, INT-4, LUCK-4.

The bonuses you add to those stats using the five types of stat-raising seeds determine what kind of personality the character ends up with. So if you want a Warrior with a Valiant personality, or any personality that values strength before anything else (such as the Amazon or Jock personalities), add all of your bonuses to the STR value. If the seeds provide enough of a bonus (two or three points per seed), your character ends up with one of the higher STR-focused personalities, such as Valiant or Amazon. If the seeds only give you one or two points per seed, you end up with one of the lesser STR-focused personalities, such as Macho or Bully.

▶ A Valiant Warrior vs. a Macho Warrior.


STR:21
AGL: 4
VIT:10
INT: 4
LUCK: 4
AAA :1
HP:20/20
MP: 0/ 0
* Ah, quite the Valiant type!

The following pages provide more detailed information about each Job Class, including the top five personality recommendations for that class. Use the table here to create characters with those personalities. However, there's a down side to rigging your teammates' personalities: Those with the best personalities often end up with the most unbalanced stats. Consider the Valiant Warrior above. With a STR value of 21, he is incredibly strong. Unfortunately, his AGL rating of 4 guarantees that he will be one of the last characters to attack in each round of battle, most likely after the enemy has attacked.


STR:17
AGL: 2
VIT:12
INT: 4
LUCK: 4
AAAA :1
HP:17/17
MP: 0/ 0
* Ah, quite the Macho type!

CREATING A WELL-BALANCED PARTY

It's important to put together a well-balanced team. For the first part of the game (up until you get a ship from the King of Portoga), you travel on foot from town to town. This puts you in the path of many monsters, some weak, some strong. You want a durable party that can handle the stress of lots of travel and little rest.

The recommended party construction for most players is two fighters and two spell casters. The Hero character can take either role, depending upon your preference. If you like using swords over spells, consider him or her a spell caster and add another fighter to your team. If you prefer the use of spells over brute force, place the Hero in the fighter column and add another spell caster. My initial team consisted of the Hero, a Warrior, a Thief, and a Mage. If I could have made any changes, I would have traded in my Mage for a Cleric. Other recommended teams include:

- **Hero, Warrior/Fighter, Cleric, Mage**
- **Hero, Warrior/Fighter, Warrior/Fighter, Cleric**
- **Hero, Cleric, Mage, Mage**
- **Hero, Warrior/Fighter, Thief/Dealer, Cleric**

Choose a team that makes you happy. Just keep a few things in mind:

1. At level 20, your characters (with the exception of the Hero) can change their Job Classes at the Dharma Temple. This lets you start with a standard team and then later on experiment with some of the stranger classes, such as Jester and Dealer.
2. Jesters and Dealers may seem like a lot of fun, but their talents are wasted in the beginning. Stick with the basics at the start.
3. Sages are the ultimate spell casters. As a result, any character that tries to become one needs training—and the Zen Scroll—first. You cannot create a Sage from scratch at Ruida's Tavern.

CHANGING JOB CLASSES AT THE DHARMA TEMPLE

North of Baharata Cave is the Dharma Temple, where you can change the classes of your companions if they've reached L20 or beyond. Changing classes can be very beneficial.

Here's how it works: First, check your character's personality for conflicts (you can change your character's personality afterward using books, etc.). Then, talk to the sage and choose which character's Job Class you want to change. Your character's stats are then halved and he or she starts the new job class at L1. Any spells that character may have learned in his or her previous class are retained.

The loss of stats and levels may sound like a major sacrifice, but if you've bred and trained monsters in *Dragon Warrior Monsters*, you know better. When you change a character's class, you end up with a L1 character that is stronger than any one you could generate at Ruida's Tavern.

A character with a new Job Class has better stats than a generated character. If you decide to change the Job Class of a L20 Warrior whose STR and VIT stats are at 120 and 104 respectively, he starts training for his new class with 50 percent of those stats (his STR and VIT become 60 and 52 respectively). These stats translate into a good HP base, etc. As this character levels up, his stats continue to increase and when he reaches L20 in his new class, he'll be roughly twice as powerful as he was originally—and hopefully more talented!

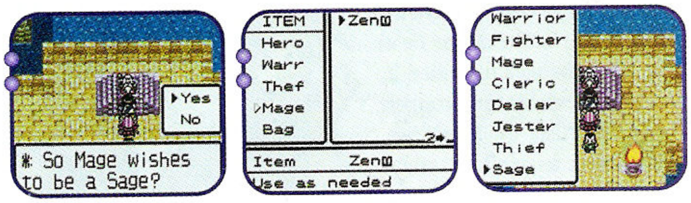
Changing characters' Job Classes also allows them to learn different types of skills. For example, change your Mage into a Warrior to end up with a strong fighter who can cast powerful spells. Change your Warrior into a Mage and you get a spell caster who packs quite a wallop with that staff. Turn your Thief into a Fighter and you get a character with extremely high agility who almost always attacks first and has an uncanny ability to get critical hits in almost every battle. The possibilities are endless.

Plus, your newly classed character can wear the best armor and use the best available weapons, which enables him or her to function somewhat normally against the monsters in the Dharma Temple area. However, any performance deficits will be quickly erased when your new character reaches L10 in about five or six battles. Remember, the monsters here deal out a lot more experience points than the ones around Aliahan when you were at L1. Your newly classed character gains levels quickly and soon becomes a fully functioning member of your team again—but at a much lower level!

CREATING A SAGE

The Sage is a special Job Class that is not available at the start of the game. You cannot create one at Ruida's Tavern, but you can turn one of your teammates into a Sage with a little diligence and hard work.

The Jester is the only Job Class that can turn into a Sage without any outside help. When you take your L20 Jester to the sage in the Dharma Temple, the Sage option automatically appears on the Job Class list. You need the Zen Scroll, which is found in the Garuna Tower north of the Dharma Temple, to change any other character into a Sage.



✱: So Mage wishes to be a Sage?

Use as needed

▲ **To turn a character into a Sage using the Zen Scroll, have the character hold the book in his or her inventory. When you ask to change that character's Job Class, you'll find Sage at the bottom of the list.**

CLASS CHANGING ADVICE

Here are some things to think about when changing your characters' Job Classes. First, don't change the class of more than two members at a time. Think about it: a team with one L20 character and three L1 characters is not going to survive in the mountains around the Dharma Temple. Until you get your newly classed characters leveled up to about L10, they'll have a hard time getting through most high-level battles alive. If you limit your class changing to one or two members at a time, your strong characters can cover for the weaker characters until they are back up to speed. This should only take 5–10 battles.

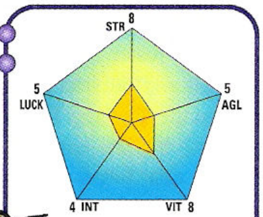
Also consider timing. If you are planning to change your Thief's Job Class, wait until he or she learns the final Thief ability, MapMagic, before you visit the Dharma Temple. The same goes for Mages and Clerics. Hold off changing your Cleric's Job Class until after he or she learns the spell Vivify around L24. Mages learn TwinHits around L21 and Boom around L23, and both are good spells to pass on to a new Job Class.

When you change a Mage or Cleric into a Sage, he or she spends the first 20 or so levels learning the spells from the other class. So a Mage turned into a Sage at L20 spends his or her first 20 levels as a Sage learning Cleric spells. Once he or she hits L21, he or she then learns both Mage and Cleric spells. Timing the transition from Mage/Cleric to Sage is vital, because you don't want to have to wait another 20 or more levels before this character learns Vivify or TwinHits!

Finally, consider team composition when planning class changes. Remember to change characters into a class that complements them. The classic combinations are Mage/Cleric to Warrior/Fighter, Mage/Cleric to Sage, and Thief to Dealer. If you are changing two characters at one time, consider changing them into opposite types of classes. For example, changing your Mage/Cleric into a Warrior/Fighter and your Warrior/Fighter into a Mage/Cleric/Sage keeps your team balanced.

THE JOB CLASSES

HERO



Base Stats

The Hero class is restricted only to the child of Ortega—that's you! This Job Class mixes the best of many worlds. Heroes are staunch fighters who can use a wide variety of weapon and armor types. As a result, the Hero is a force to be reckoned with on the battlefield, as he or she is always well defended by armor and wields the strongest weapons. Also, the Hero can cast spells as well as any Mage or Cleric. Heroes learn a wide variety of Cleric and Mage spells, including a few that are unique to the Hero class, such as HealUsAll, Zap, and Thordain. As the leader of your battle party, you'll find the Hero character well prepared to deal with any possibility.

Top Five Personalities

Valiant	Emphasis on STR and VIT make the Hero a great warrior.
Solitary	Emphasis on STR, AGL, VIT, and INT makes the Hero a well-balanced character.
Silly	Increases in AGL and INT make the Hero faster and a better spell caster.
Fearless	Greater emphasis on AGL, VIT, and INT makes the Hero more likely to rush into battle with greater confidence.
Sexy	For the female Hero, this offers the most well-rounded stat increases. Besides, who can resist a sexy girl?

SPELL LIST

```
      ====/                                       \====
-==<<<                        Hero Spell List        >>>==---
      ====,_______________________________________,====

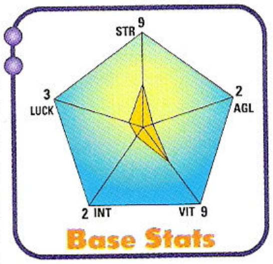
   Level  2 - Frizz            Level 19 - Holy Protection
   Level  4 - Heal             Level 23 - Sizzle
   Level  6 - Poof             Level 26 - Zap
   Level  7 - Zoom             Level 29 - Midheal
   Level 10 - Sizz             Level 31 - Boom
   Level 12 - Kaclang          Level 33 - Fullheal
   Level 14 - Evac             Level 35 - Zing
   Level 16 - Snooze           Level 38 - Omniheal
   Level 18 - Fizzle           Level 41 - Kazap
```

* The level given for when a character learns a certain spell is an approximation. Characters may learn spells sooner or later depending on their stats.

Experience Chart

LV	EXP Points	LV	EXP Points	LV	EXP Points
1	0	18	28,837	35	325,440
2	29	19	34,627	36	368,298
3	87	20	41,141	37	416,512
4	174	21	48,468	38	470,752
5	304	22	56,711	39	531,771
6	499	23	65,983	40	600,417
7	792	24	76,413	41	677,644
8	1,232	25	88,147	42	764,524
9	1,891	26	101,347	43	862,263
10	2,880	27	116,196	44	960,002
11	4,364	28	132,901	45	1,057,741
12	6,218	29	151,694	46	1,155,480
13	8,534	30	172,836	47	1,253,219
14	11,428	31	196,621	48	1,350,958
15	15,045	32	223,378	49	1,448,697
16	19,114	33	253,480	50	1,546,436
17	23,690	34	287,344		

WARRIOR



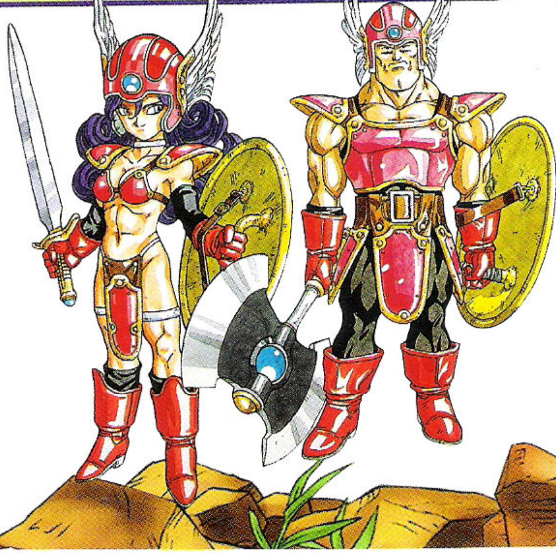
The Warrior class is for those who value brawn over everything else! Warriors can equip the heaviest and strongest armor and use the most vicious looking swords and axes, making them awesome opponents. However, for all their brawn and vitality most Warriors are fairly slow and often inaccurate, especially as they gain larger and heavier weapons. They can learn neither magic spells nor special skills. Still, their tremendous HP total and plain brute force make them a must for any adventurer's party!

Top Five Personalities

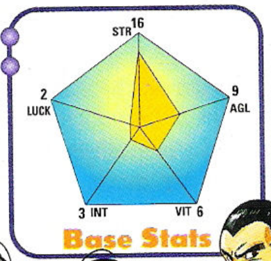
Valiant	Emphasis on STR and VIT makes for a great Warrior.
Amazon	Increases in STR create the ultimate female Warrior.
Quick	Higher emphasis on AGL causes your Warrior to be fast and strong!
Alert	Raises in INT and AGL make your Warrior smart and fast.
Lucky	Increases your Warrior's AGL and LUCK.

Experience Chart

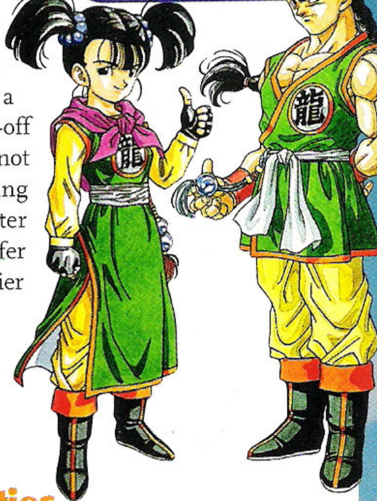
LV	EXP Points	LV	EXP Points	LV	EXP Points
1	0	18	20,920	35	353,816
2	12	19	26,779	36	402,015
3	36	20	34,102	37	456,239
4	84	21	42,340	38	517,241
5	156	22	51,608	39	585,868
6	264	23	62,034	40	663,073
7	426	24	73,763	41	749,928
8	669	25	86,957	42	847,639
9	1,033	26	101,801	43	945,360
10	1,579	27	118,500	44	1,043,061
11	2,398	28	137,286	45	1,140,772
12	3,627	29	158,421	46	1,238,483
13	5,163	30	182,197	47	1,336,194
14	7,083	31	208,945	48	1,433,905
15	9,483	32	239,036	49	1,531,616
16	12,483	33	272,888	50	1,629,327
17	16,233	34	310,972		



FIGHTER



Fighters are more refined versions of the brutal Warrior. These lithe fighting men and women are martial arts masters who use their tremendous speed and agility to deliver punishing, and often critical, blows to the enemy. These characters also have strength on their side, boasting a higher starting base STR stat than even a Warrior. However there is a trade-off for all that power. Fighters cannot equip heavy armor, preferring instead the looser and lighter clothes of a Thief. Fighters prefer Claw-type weapons over the heavier swords and axes of the Warrior.



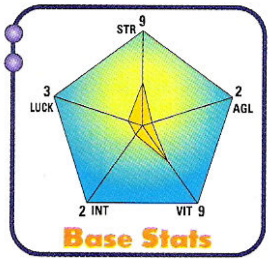
Top Five Personalities

Tough	Good increases in STR and VIT give your Fighter great strength.
Quick	Emphasis on AGL increases the Fighter's ability to make critical hits.
Valiant	Emphasis on STR and VIT make the Fighter a great warrior.
Jock	Less emphasis on AGL to increase a Fighter's STR.
Solitary	Equal emphasis on STR, AGL, VIT, and INT.

Experience Chart

LV	EXP Points	LV	EXP Points	LV	EXP Points
1	0	18	30,678	35	395,397
2	18	19	37,797	36	448,097
3	54	20	45,805	37	507,384
4	126	21	54,814	38	574,081
5	234	22	64,949	39	649,115
6	396	23	76,350	40	733,528
7	639	24	89,176	41	828,492
8	1,003	25	103,605	42	935,326
9	1,549	26	119,837	43	1,055,514
10	2,369	27	138,098	44	1,190,725
11	3,598	28	158,641	45	1,325,936
12	5,441	29	181,751	46	1,461,147
13	7,745	30	207,749	47	1,596,358
14	10,625	31	236,996	48	1,731,569
15	14,225	32	269,898	49	1,866,780
16	18,725	33	306,912	50	2,001,991
17	24,350	34	348,552		

MAGE



Base Stats

The Mage is the diametric opposite of the Warrior. The Warrior exemplifies the power of brawn while the Mage is the paragon of intelligence, preferring to use intellect to overcome the enemy. Mages cast powerful spells that can destroy the enemy in a single blast or protect the rest of the party. When used well, their magic makes up for their physical frailty. As a fighter, the Mage is pretty useless because of a low strength rating and the inability to use most bladed weapons. Even the most powerful staff is weak when used to bop monsters over the head. On the other hand, the Mage's magical power increases with every level gained and every spell learned.

Top Five Personalities

Sharp	Increases in AGL and INT are very complementary and STR boost is nice too.
Fearless	Good increases across the board make this Mage quite powerful.
Silly	Strong increases in STR, AGL, and INT are just what a Mage needs.
Romantic	Extra speed and smarts help a Mage in battle.
Sexy	The strong increases across the board make female Mages extremely powerful.

SPELL LIST

```
          ====/_________________________________\====
---==<<<                      Mage Spell List     >>>==---
          ====,_________________________________,====

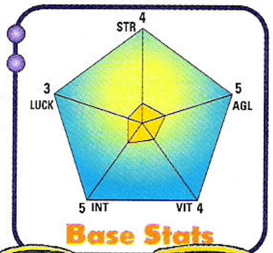
  Level  1 - Frizz          Level 23 - Boom
  Level  4 - Buff           Level 24 - Bounce
  Level  5 - Crack          Level 25 - Tick-Tock
  Level  7 - Sizz           Level 26 - Kacrack
  Level  9 - Evac           Level 27 - Fuddle
  Level  9 - Kabuff         Level 29 - Kasizzle
  Level 11 - Bang           Level 30 - Sheen
  Level 12 - Zoom           Level 32 - Kacrackle
  Level 12 - Deceleratle    Level 33 - Fade
  Level 14 - Sizzle         Level 34 - Puff!
  Level 15 - Drain Magic    Level 35 - Click
  Level 17 - Frizzle        Level 36 - Kafrizzle
  Level 18 - Peep           Level 37 - Morph
  Level 19 - Safe Passage   Level 38 - Kaboom
  Level 20 - Crackle        Level 40 - Hocus Pocus
  Level 21 - Oomph
```

* The level given for when a character learns a certain spell is an approximation. Characters may learn spells sooner or later depending on their stats.

Experience Chart

LV	EXP Points	LV	EXP Points	LV	EXP Points
1	0	18	25,563	35	329,495
2	15	19	31,495	36	373,412
3	45	20	38,169	37	422,818
4	105	21	45,676	38	478,399
5	195	22	54,121	39	540,927
6	330	23	63,622	40	611,271
7	532	24	74,310	41	690,408
8	835	25	86,334	42	779,436
9	1,290	26	99,861	43	879,592
10	1,973	27	115,078	44	992,268
11	2,997	28	132,197	45	1,119,028
12	4,533	29	151,456	46	1,245,788
13	6,453	30	173,121	47	1,372,548
14	8,853	31	197,494	48	1,499,308
15	11,853	32	224,913	49	1,626,068
16	15,603	33	255,758	50	1,752,828
17	20,290	34	290,458		

CLERIC



Base Stats

The Cleric is an interesting class. On the one hand, Clerics are stronger and more durable than Mages, making them good combat partners in a pinch. However, their increased physical power is a trade-off for their lack of big attack magic. Clerics are healers, which is reflected in their repertoire of spells. If you like your spell casters to heal your team and use support spells to protect them, then Clerics are the class for you. If you want a spell caster who can blow away a group of monsters with a single spell, then choose a Mage. Still, there's much to be said for the Clerics' healing and resurrection abilities.

Top Five Personalities

Sharp	Focuses on increasing the Cleric's STR, AGL, and INT.
Lewd	Similar to the Sexy personality, this provides the male Cleric with well-balanced raises.
Lucky	Really powers up the Cleric's LUCK, while keeping the other stats healthy.
Kindly	Focuses its increases on STR, VIT, and INT.
Sexy	Turns any female Cleric into a powerhouse!

SPELL LIST

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       ====/___________________________________________\====
=<<<                       Priest Spell List           >>>==---
       ====,___________________________________________,====

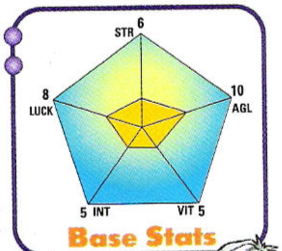
Level  1 - Heal                    Level 18 - Kasap
Level  2 - Poof                    Level 20 - Blasto
Level  5 - Acceleratle             Level 22 - Whack
Level  7 - Dazzle                  Level 24 - Zing
Level  8 - Sap                     Level 26 - Swoosh
Level  9 - Snooze                  Level 28 - Thwack
Level 11 - Squelch                 Level 30 - Fullheal
Level 12 - Woosh                   Level 32 - Insulatle
Level 13 - Fizzle                  Level 34 - Multiheal
Level 14 - Midheal                 Level 36 - Kaswoosh
Level 15 - Tingle                  Level 38 - Kazing
Level 16 - Cock-a-Doodle-Doo Level 41 - Kamikazee
```

* The level given for when a character learns a certain spell is an approximation. Characters may learn spells sooner or later depending on their stats.

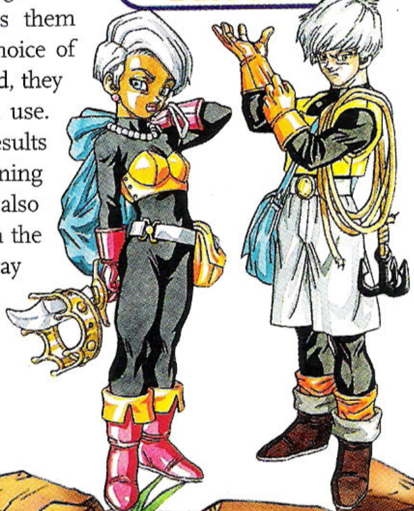
Experience Chart

LV	EXP Points	LV	EXP Points	LV	EXP Points
1	0	18	24,407	35	339,585
2	14	19	30,559	36	385,128
3	42	20	37,479	37	436,364
4	98	21	45,263	38	494,004
5	182	22	54,020	39	558,849
6	308	23	63,872	40	631,799
7	497	24	74,955	41	713,867
8	780	25	87,423	42	806,194
9	1,205	26	101,450	43	910,061
10	1,842	27	117,229	44	1,026,912
11	2,798	28	134,981	45	1,143,763
12	4,232	29	154,952	46	1,260,614
13	6,024	30	177,419	47	1,377,465
14	8,264	31	202,694	48	1,494,316
15	11,064	32	231,128	49	1,611,167
16	14,564	33	263,116	50	1,728,018
17	18,939	34	299,102		

THIEF



If you are into treasure hunting, then the Thief is the character for you! These nimble-fingered men and women are experts at exploring, and their abilities can help you find treasures hidden in dungeons or other buildings. Their increased agility also makes them swift fighters. While their choice of weapons and armor is limited, they do a lot with what they can use. Give a Thief a whip and the results in battle will leave you grinning from ear to ear! Thieves can also steal items from monsters in the midst of battle, adding stray herbs and even weapons and armor to your inventory.



Top Five Personalities

Solitary	Good increases in all stats except for LUCK.
Fearless	Good increases for all stats except STR.
Jock	Strengthens the Thief in battle.
Quick	Offers major increases to the Thief's AGL.
Sexy	Strong increases across the board for a female Thief.

SPELL LIST

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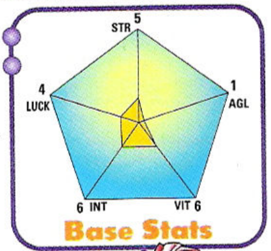
====/_________________________________________\====
:                      Thief Spell List        >>>==---
====,_________________________________________,====

Level  8 - Eye for Distance   Level 17 - Padfoot
Level 10 - Storeyteller       Level 20 - Snoop
Level 13 - Nose for Treasure
```

Experience Chart

LV	EXP Points	LV	EXP Points	LV	EXP Points
1	0	18	19,539	35	339,289
2	13	19	25,167	36	385,582
3	39	20	32,202	37	437,661
4	78	21	40,116	38	496,249
5	136	22	49,019	39	562,160
6	223	23	59,034	40	636,309
7	353	24	70,300	41	719,726
8	548	25	82,974	42	813,570
9	840	26	97,232	43	907,414
10	1,278	27	113,272	44	1,001,258
11	1,935	28	131,317	45	1,095,102
12	2,920	29	151,617	46	1,188,946
13	4,397	30	174,454	47	1,282,790
14	6,243	31	200,145	48	1,376,634
15	8,550	32	229,047	49	1,470,478
16	11,433	33	261,561	50	1,564,322
17	15,036	34	298,139		

DEALER



If you aren't earning enough gold, consider taking a Dealer along with you. Dealers are a strange class of merchants who are utterly fearless in their pursuit of rare items and good deals. They have the unique ability to appraise your items using the Show command on the Item menu. Show a Dealer any of your weapons, armor, or other equipment and he or she can tell you what it is, what it can do, who can use it, what it's worth, and whether or not it's cursed. In the later dungeons, this skill comes in handy! In

addition, Dealers aren't bad fighters. They have average stats and can use a variety of weapon and armor types, including armored aprons and staffs made out of the mighty abacus. Consider changing over to this class later in the game.

Top Five Personalities

Alert	Offers good growth of the Dealer's AGL and INT.
Sharp	Ups both the Dealer's INT and AGL.
Ironman	Increases the Dealer's power in battle.
Silly	Increases the Dealer's AGL, INT, and LUCK.
Lucky	A Dealer can always use more LUCK!

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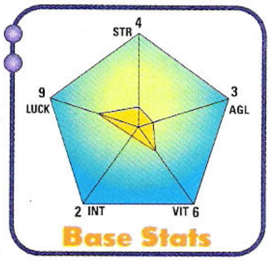
====/_____________________________________\====
:    [system.04b5] Merchant Spell List     >>>==---
====,_____________________________________,====

Level 12 - Dig        Level 17 - Service Call
```

Experience Chart

LV	EXP Points	LV	EXP Points	LV	EXP Points
1	0	18	17,433	35	267,563
2	10	19	22,315	36	303,707
3	30	20	27,807	37	344,368
4	70	21	33,985	38	390,112
5	130	22	40,935	39	441,573
6	220	23	48,754	40	499,467
7	355	24	57,550	41	564,597
8	557	25	67,445	42	637,868
9	860	26	78,577	43	720,298
10	1,315	27	91,100	44	813,032
11	1,998	28	105,188	45	905,766
12	3,022	29	121,037	46	998,500
13	4,302	30	138,867	47	1,091,234
14	5,902	31	158,925	48	1,183,968
15	7,902	32	181,490	49	1,276,702
16	10,402	33	206,876	50	1,369,436
17	13,527	34	235,435		

JESTER



The Jesters are a funny class. They love to play games and joke around—even when confronted with a group of salivating, sharp-toothed monsters. Their desire to play often conflicts with the needs and desires of the rest of the team, which makes the Jester a liability at times. However, they are the only class that can use some of the more outlandish clothes, such as Flashy Clothes. They're also limited in what they can wear and what weapons they can use. You can only hope that as they level up, the games they learn become more hazardous to the enemy!

Top Five Personalities

Lucky	Does a great job of raising the Jester's LUCK!
Sexy	The across-the-board growth of the Sexy personality really works for female Jesters.
Silly	Increases the Jester's AGL, INT, and LUCK.
Ladylike	Strong increases to a female Jester's INT and LUCK.
Helpless	Well-balanced raises with a slight emphasis on INT.

SPELL LIST

Spell	Level*
Whistle	13

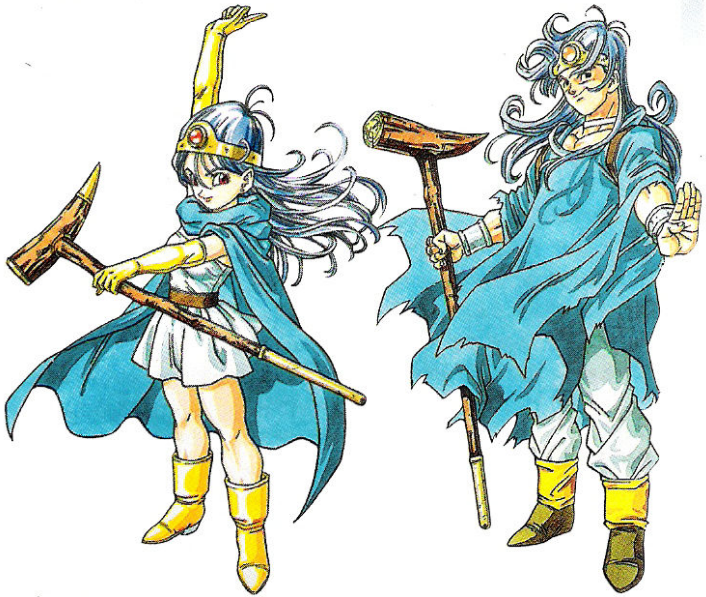
* The level given for when a character learns a certain spell is an approximation. Characters may learn spells sooner or later depending on their stats.

Experience Chart

LV	EXP Points	LV	EXP Points	LV	EXP Points
1	0	18	19,175	35	324,329
2	11	19	24,545	36	368,511
3	33	20	31,258	37	418,216
4	77	21	38,810	38	474,134
5	143	22	47,306	39	537,042
6	242	23	56,863	40	607,813
7	390	24	67,614	41	687,430
8	612	25	79,709	42	776,998
9	946	26	93,316	43	877,762
10	1,447	27	108,623	44	991,121
11	2,198	28	125,844	45	1,104,480
12	3,324	29	145,217	46	1,217,839
13	4,732	30	167,012	47	1,331,198
14	6,492	31	191,531	48	1,444,557
15	8,692	32	219,114	49	1,557,916
16	11,442	33	250,145	50	1,671,275
17	14,879	34	285,055		

SAGE

Sages combine the best of the Mage and Cleric classes, but are packaged in a much stronger body. Unlike Mages, the Sage can use more protective armor and equip better weapons, including powerful swords such as the Dragon Sword. Unlike Clerics, Sages can cast powerful offensive spells that are usually limited to Mages. These talents make Sages the best spell casters to have in your party. It's highly recommended that you acquire the Zen Scroll from Garuna Tower to create one as soon as you have a character ready to change classes.



NOTE Because the Sage cannot be created from scratch at Ruida's Tavern, there are no base stats for the class.

Top Five Personalities

Sharp	Raises STR, AGL, and INT.
Smart	Focuses on raising the Sage's INT.
Solitary	Strong increases for all stats except for LUCK.
Alert	Strong increases in AGL and INT to balance out any Warriors-turned-Sage.
Sexy	Balances out the stats of a female Sage.

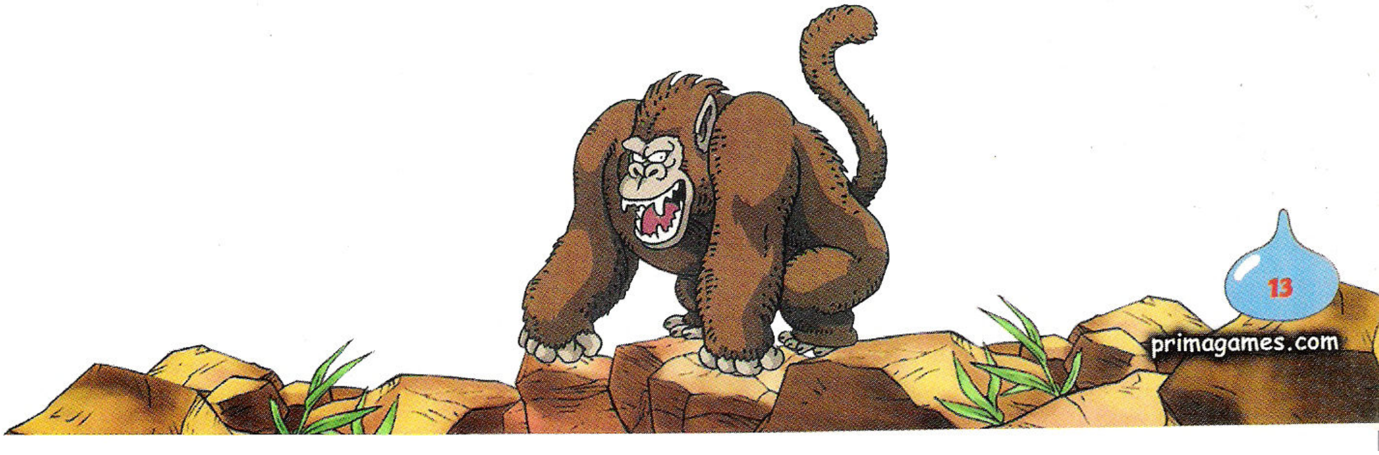
SPELL LIST

```
              ====/_______________________________\====
   ---==<<<                       Sage Spell List      >>>==---
              ====,_______________________________,====

Level  1 - Heal                   Level 20 - Blasto
Level  1 - Frizz                  Level 21 - Oomph
Level  2 - Poof                   Level 22 - Whack
Level  4 - Buff                   Level 23 - Boom
Level  5 - Crack                  Level 24 - Bounce
Level  5 - Acceleratle            Level 24 - Zing
Level  7 - Sizz                   Level 25 - Tick-Tock
Level  7 - Dazzle                 Level 26 - Kacrack
Level  8 - Sap                    Level 26 - Swoosh
Level  9 - Snooze                 Level 27 - Fuddle
Level  9 - Evac                   Level 28 - Thwack
Level  9 - Kabuff                 Level 29 - Kasizzle
Level 11 - Bang                   Level 30 - Sheen
Level 11 - Squelch                Level 30 - Fullheal
Level 12 - Woosh                  Level 32 - Insulatle
Level 12 - Zoom                   Level 32 - Kacrackle
Level 12 - Deceleratle            Level 33 - Fade
Level 13 - Fizzle                 Level 34 - Puff!
Level 14 - Sizzle                 Level 34 - Multiheal
Level 14 - Midheal                Level 35 - Click
Level 15 - Tingle                 Level 36 - Kafrizzle
Level 15 - Drain Magic            Level 36 - Kaswoosh
Level 16 - Cock-a-Doodle-Doo Level 37 - Morph
Level 17 - Frizzle                Level 38 - Kaboom
Level 18 - Peep                   Level 38 - Kazing
Level 18 - Kasap                  Level 40 - Hocus Pocus
Level 19 - Safe Passage           Level 41 - Kamikazee
Level 20 - Crackle
```

Experience Chart

LV	EXP Points	LV	EXP Points	LV	EXP Points
1	0	18	34,869	35	485,126
2	20	19	43,657	36	550,188
3	60	20	53,543	37	623,383
4	140	21	64,664	38	705,726
5	260	22	77,175	39	798,362
6	440	23	91,250	40	902,577
7	710	24	107,083	41	1,019,818
8	1,115	25	124,895	42	1,151,714
9	1,722	26	144,933	43	1,300,096
10	2,633	27	167,475	44	1,448,478
11	3,999	28	192,835	45	1,596,860
12	6,047	29	221,365	46	1,745,242
13	8,607	30	253,461	47	1,893,624
14	11,807	31	289,568	48	2,042,006
15	15,807	32	330,188	49	2,190,388
16	20,807	33	375,885	50	2,338,770
17	27,057	34	427,293		



PLAYING *DRAGON WARRIOR III*

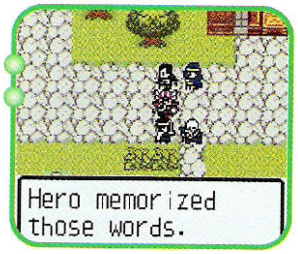
This chapter covers most of the conventions used in the game, whether you are exploring a city, navigating the World Map, or battling monsters in dungeons.

CITY LIFE

The villages and towns of *Dragon Warrior III* are filled with items to buy, treasures to find, and more importantly, people to talk to. Whenever you first enter a city, make it a habit to explore it thoroughly by talking to everyone and checking out every building. If you visit during the day, follow up with a visit during the night. You'll be amazed by how many things change after the sun sets.

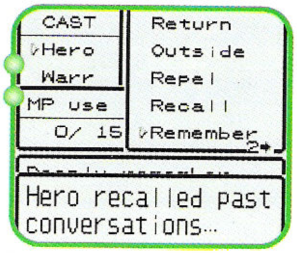
MEMORIZING CONVERSATIONS

The Hero can memorize important conversations and then recall them at a later date. To memorize a conversation, press SELECT at the end of the speech.


Hero memorized those words.

◀ Press SELECT at the end of the conversation, before you enter any other command.

The number of conversations the Hero can remember increases as he or she levels up and learns more recollection spells. To recall a speech, have the Hero cast one of the following recollection spells, then scroll through what the Hero has remembered until you reach the conversation you're looking for.



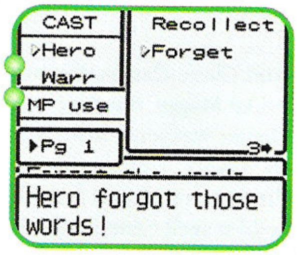
Hero recalled past conversations...

▶ The conversations that the Hero has remembered are played in reverse order, so you can access recently recorded speeches first.

To clear out the Hero's memory banks, simply cast Forget, then erase any speeches that the Hero no longer needs to remember.

RECOLLECTION SPELLS

Spell	Number of speeches recorded	Level Learned
Recall	Records up to 3 speeches.	L1
Remember	Records up to 10 speeches.	L8
Recollect	Records up to 32 speeches.	L20



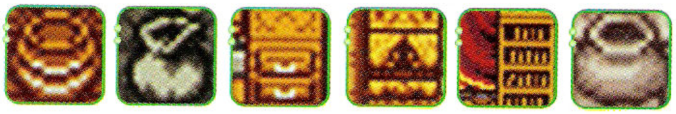
Hero forgot those words!

◀ Use the +Control Pad to scroll through the "pages" of memorized speeches.

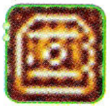
INVESTIGATING YOUR ENVIRONMENT . . . AND BEING A NOSY SNOOP!

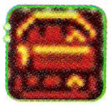
In *Dragon Warrior III* you are encouraged to break into people's houses and rummage through their belongings to look for things that will help you in your quest. After all, you are a Hero on a sacred quest to save the world from evil, and people like helping you out with whatever they can!

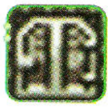
Regardless of your personal feelings on the subject, some items can be acquired only in this manner. For example, the books and scrolls that enable you to change personalities are almost always found in the bookcases of private citizens. If you want to change personalities, you have to snoop in people's bookcases. Also, Tokens for the Pachisi Tracks are more likely to be found in the dressers and vases of the townsfolk than anywhere else. Outlandish clothes with incredible defense values are also more likely to be hidden in people's dressers than in treasure chests in a dark, dank cave. So be sure to look everywhere!

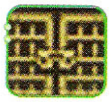

▲ Search all these items in your hunt for treasures.

Of course, you can expect locked doors to bar you from certain rooms and areas at the start of the game. These barriers are easily overcome after you start collecting keys. Three different keys unlock the various types of doors you'll run into. The Thief Key is the first you'll uncover, and it unlocks the red locked doors. The Magic Key, which is hidden deep in the desert, works on all of the simple gray doors. The Final Key unlocks elaborate doors such as Jail Cells, etc. Part of your quest to defeat Baramos and the Demon Lord involves gathering these keys. Then, simply remember where all of those locked doors were!


◀ This a normal door. They are always unlocked and do not require a key.


◀ This door requires the Thief Key to open.


◀ This door requires the Magic Key to open.


◀ This door requires the Final Key to open.

TOWN FACILITIES

Each town or village contains a variety of services designed to make your adventuring more comfortable. The following is a list of the basic services and what they provide.

Inn

Almost every town or village in *Dragon Warrior III* has an Inn in which you can sleep and recover both HP and MP. Regardless of the time you enter the city and go to sleep at the Inn, you always awaken at daybreak. Keep this in mind if you need to see certain events that only happen at night.

Weapon and Armor Shop

Most towns and villages in *Dragon Warrior III* feature at least one Weapon and Armor Shop. Here you can outfit your party in the latest and greatest equipment and sell off excess or unnecessary items. Part of the shop's service is to tell you which items your party members can or cannot use, so look at the bottom of the screen whenever you examine an item.

Item Shop

Head to the Item Shop for the latest in herbs and potions. Every once in a while you find an Item Shop that also sells weapons, armor, and other pieces of unusual equipment. You can sell unecessary items here too.

Temple

Go to a Temple if one of your teammates is Cursed, Poisoned, or Dead. For a fee (the amount varies based on the situation), the Temple priests will use their divine powers to cure your party. Their services are unfortunately limited to Uncurse, De-Tox, and Revive.

The Gold Bank

The only Gold Bank in *Dragon Warrior III* is in Ruida's Tavern in Aliahan. Here you can save your hard-earned gold in increments of 1,000G, which is both a blessing and a curse. If your party is entirely wiped out in battle and the King brings you back to life, you lose half your gold. Depositing your excess gold in the Gold Bank before exploring uncharted areas and dungeons is a good habit to get into. On the other hand, if you need that money to buy new weapons and armor, you have to travel back to Aliahan to get it. However, the inconvenience is worth it!

Kings

You can tell when you've reached a major town by the presence of a Castle and a King (or Queen). Talk to a King (or his attendant in some cases) to find out your party's current experience level and save your progress. This is the only permanent way to save your progress, so keep track of the closest town with a King wherever your journey takes you.

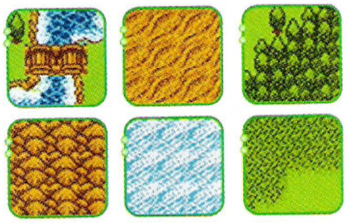
NOTE

Field Logs Vs. Saving

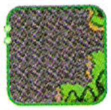
Pressing START in most locations brings up the Field Log menu and allows you to temporarily save your game. This save disappears after you've restarted the game from the Field Log. So, if something bad happens after that save point and you want to restart the game, you can't do it from that point. Field Log saves are useful if you need to interrupt your game for a short time and are not concerned about your party's current situation. They aren't recommended for situations where your party's life may hang in the balance (e.g., before Boss battles or in difficult dungeons).

NAVIGATING THE WORLD MAP

Part of the fun of adventuring is exploring new worlds and discovering new towns, villages, and dungeons. In *Dragon Warrior III*, you have three modes of transportation: your feet, a ship, and a bird named Lamia. For the first half of the game you are limited to traveling across the world on foot. This promotes leveling up your party and lets you explore the World Map more closely.

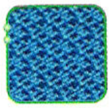


◀ Besides basic smooth green grass, these terrain types are also safe for travelers to cross.

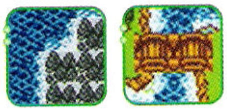


◀ These purple spots of swampland are poisonous to walking adventurers. Cast StepGuard to protect your party when traveling through these areas.

After you've completed a quest for the King of Portoga, you get a ship as a reward, which you can use to sail over the ocean and down rivers. While sailing the ocean blue, you are still open to attacks from wandering bands of monsters. However, the sea's aquatic enemies are different from foes faced on land.



◀ Blue water is the only thing a ship can pass over.



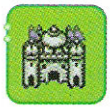
◀ Bridges and shoals are the only barriers to your sea-faring explorations.

After you've collected the six Orbs and brought them to the shrine on Leiamland, you add Lamia to your modes of transportation. Use Lamia to fly over the final obstacle: mountains.

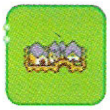
Both Lamia and your ship travel with you when you use the Return spell. However, if you travel to a town that is not located on the seashore, you'll find the ship on the closest shore.

TOWNS, VILLAGES, CASTLES, AND DUNGEONS

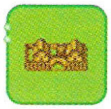
As you travel through the worlds of *Dragon Warrior III*, you run into a variety of places that you can enter and explore. In addition to Castles, towns, and villages, you can also explore the insides of caves, towers, and shrines.



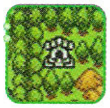
◀ **Castle:** When you see this icon, you can find a King or Queen with whom you can save your progress. Many Castles also feature bustling cities at their feet.



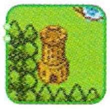
◀ **Town:** Towns are only slightly smaller outposts of humanity than Castles. In fact, the only difference is the lack of a Castle and a King.



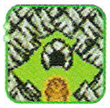
◀ **Village:** This is the smaller version of a town. You can expect to find more rustic amenities here and fewer people to talk to. Villages, however, can be great sources for gossip!



◀ **Shrine:** You never know what you'll find inside shrines. Traveler's Gates, Inns, small cities, and Pachisi Tracks are only a few of the possibilities.



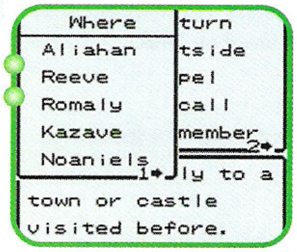
◀ **Tower:** Several towers in *Dragon Warrior III* play a large role in your quest. Be sure to explore every one of them!



◀ **Cave:** Should you decide to enter one of these caves, come prepared to fight! Caves mark the entrance to the majority of dungeon locations.

OTHER METHODS OF TRANSPORTATION

You can teleport your party from the places you've already visited using the Return spell. This spell whisks you away from your current location and drops you off outside of the city or village of your choice. You can use this spell anywhere, including on the World Map, in towns, or at Castles, etc. However, a couple of towns don't appear on your Return list. You always have to travel to those locations using normal means.



ly to a
town or castle
visited before.

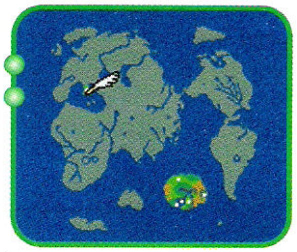
◀ The Return list shows only towns that you've previously visited.

You reach some locations using Traveler's Gates. These Gates are hidden in shrines, usually behind locked doors. Part of your quest is to locate Traveler's Gates.

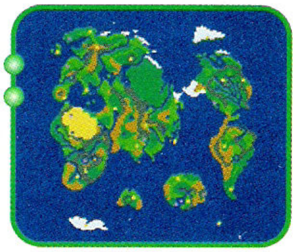
▶ Traveler's Gates instantly whisk you from one location to another.

THE MAGIC MAP

When you get the Magic Map, you can call up an image of the World Map just by pressing START. When you first acquire the Magic Map, not much of the World Map is colored in. As you travel through each region, more of the map is revealed. Make it your business to uncover all of the areas on the World Map.



▲ The World Map as it stands when you first get the Magic Map.



▲ A completed World Map. The flashing dots mark important locations including towns and dungeons.

◀ After you get the ship, use the Magic Map to locate it should you lose it.

DUNGEON EXPLORATION

Part of your job as a Hero is to explore and clean out certain dungeons. Most of the conventions used in dungeons are identical to those used in cities or Castles. Traveler's Gates, treasure chests, locked doors, etc. all look the same regardless of where they appear.

This guide provides maps for all the major dungeons. Use these maps to find all of the treasures inside as well as the best paths through the dungeons themselves. If you decide to travel through these caves and towers without any aid, you should know about some spells.

- **Outside:** When you cast this spell, your party is returned to the outside of the dungeon. This does not work in dungeons where magic has been sealed off.
- **Repel, Tiptoe, and Repellent:** If you get tired of battling monsters or want to conserve your strength before fighting the Boss, you can use these to reduce your encounters with monsters. You cannot cast Repel in dungeons where magic has been sealed off. You can, however, cast Tiptoe and use Repellent in those situations.
- **StepGuard:** Use this to protect your party from damage caused by poisoned swamp patches or electrified fields.
- **Location:** This spell determines which dungeon floor your party is currently located.

- **Smell:** This spell indicates how many chest and hidden treasures are left on a dungeon floor.
- **YellHelp:** Use this spell to summon a shopkeeper, innkeeper, or priest when you are most in need.

BATTLING MONSTERS

Throughout the game you encounter many monsters spoiling for a fight. If you can defeat the monsters in battle, you gain money, experience points, and often stray items. If you lose, the King of Aliahan resurrects your party at his Castle—at the cost of half of your gold.

When you are challenged by monsters, you have six options: Fight, Cast, Parry, Item, Eqpt, and Run.

Fight	Attack the monsters with your current weapon. The number of enemies you can target depends on the weapon you have equipped.
Cast	Cast magic spells on the enemy or your own party members. The number of targets depends upon the spell cast.
Parry	Make a character take up a defensive position to minimize any damage he or she might take.
Item	Use an item currently in your character's personal inventory. Remember, some weapons and pieces of equipment can be used as items to cast powerful spells.
Eqpt	Allows your character to automatically change his or her equipped items. The change takes effect immediately and he or she can still attack during that round.
Run	Flee from battle. Be aware that it may not always be successful.

AT THE END OF BATTLE

When you defeat a group of monsters, the experience points earned are split between all living characters in your party. In addition to experience points, your party also earns gold and possibly items or Monster Medals.

Thief and Dealer characters can increase your prizes at the end of a battle. Thieves steal items from monsters and Dealers increase the gold earned at the end of a battle just by being there.

MONSTER MEDALS

At the end of a battle, there's chance that you'll earn a Monster Medal from the last monster defeated. These medals come in Bronze, Silver, and Gold. You can only earn a Silver medal if you currently have that monster's Bronze medal and you can only earn a Gold medal if you have that monster's Silver medal. There is no way to guarantee what kind of medal you'll get, or if you'll get one at all.

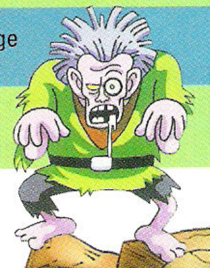
It takes a lot of time and patience to collect all of the Monster Medals (more than 150). To complete your set, you can trade with friends or even with a certain character you find only after you've completed the game. What all of these medals are for is anyone's guess. Collect them all to find out!

STATUS ANOMALIES

Some monsters can cast spells that affect your characters' health. These effects are called Status Anomalies and include conditions such as Poison, Paralysis, Curse, Confusion, and Death.

HEALING STATUS ANOMALIES

Status Anomaly	Effects	How to Heal
Confusion	A confused character fights randomly and may hurt his or her companions.	To cure, hit the confused character in battle. Confusion wears off at the end of the battle.
Curse	Causes misfortune to befall the character in various forms afflicting his or her status.	Cast CurseOff to heal the characters or take them to a Temple in a nearby town.
Death	This happens when your character's HP reach 0.	Use the World Leaf item or cast Vivify or Revive to resurrect your fallen friend.
Fog	Lowers a character's accuracy and may prevent him or her from hitting the enemy.	Fog wears off during battle or afterward.
Paralysis	Prevents the afflicted character from moving and participating in battle. If all party members become Paralyzed, you lose the battle.	Use a Moon Herb item or the spell NumbOff. Paralysis wears off at the end of the battle.
Poison	While poisoned, a character takes damage with every step.	Use the Antidote item or spell to cure this malady.
Sleep	Puts the character to sleep.	Cast Awaken to cure this condition. Sleep usually wears off at the end of battle, but may wear off during battle.



A WALK THROUGH THE WORLDS OF *DRAGON WARRIOR III*

The story of *Dragon Warrior III* spans two worlds. In the first part of the game, you search for your father, who left to pursue the evil demon Baramos around the time of your birth. As you travel through the many kingdoms persecuted by Baramos' evil in search of the demon, you learn about your father's bravery and the story of his quest. However, defeating Baramos is only the first part of your quest, as you'll find once you've defeated him. To clear the world of evil, you must follow in your father's footsteps and enter a new world filled with challenges.

Our walkthrough is divided into two parts. First is the game walkthrough in outline format. Each quest is broken up into components; check off each step as you complete it. Second, for more detailed information about each location, turn to the section that follows for maps, monster data, treasure data, and other information.

We encourage you to explore the world on your own or in addition to the walkthrough so that you can enjoy all that *Dragon Warrior III* offers.

PART ONE: THE SEARCH FOR BARAMOS

1. Aliahan City

☐ Talk to the King.

☐ Go to Ruida's Tavern and recruit and equip three companions.

NOTE Every time you enter a new town or castle, talk to every inhabitant to get the latest news, gossip, and hints about your current and future quests.

QUEST FOR THE THIEF KEY

2. Promontory Cave

☐ Find the entrance to Najimi Tower.

3. Najimi Tower

☐ Get the Thief Key from the old man at the top of Najimi Tower.

SEARCH FOR THE TRAVELER'S GATE

4. Reeve Village

☐ Talk to the townspeople to learn about the Magic Bomb and the location of Tempt Cave.

☐ Get the Magic Bomb from the man in the house in the northeast corner of the village.

5. Tempt Cave

☐ Use the Magic Bomb to blow open a hole in the wall to get to the stairs.

☐ Find the Traveler's Gate behind one of the locked doors on Floor 3. Travel through it to the city of Romaly.

QUEST FOR THE STOLEN GOLDEN CROWN

6. Romaly City

☐ Talk to the King and undertake the quest to retrieve the Golden Crown from the bandit, Kandar.

☐ Talk to the townspeople to learn the latest gossip regarding Kandar. Get information about the location of Kazave Village.

7. Kazave Village

8. Shampane Tower

☐ Meet up with Kandar's Goons on Floor 5. Follow them up to Floor 6.

☐ After Kandar escapes, catch up with him on Floor 4.

☐ Defeat Kandar and rescue the Golden Crown.

9. Romaly City

☐ Return the Golden Crown to the King.

☐ If you decide to become the King or Queen of Romaly: Talk to the old King in the Monster Stadium, beneath the Item and Weapons Shops, to give back the crown and return to your quest.

QUEST FOR THE DREAM RUBY

10. Noaniels Village

☐ Talk to the old man. He is in the house in the southwest corner of town. He tells you about the source of the town's curse.

11. Elvenham Village

☐ Talk to the Elf Queen to learn about the curse on Noaniels Village. Undertake the quest to find the Dream Ruby.

12. Noaniels Cave

☐ Find the shrine in Basement 4. Retrieve the Dream Ruby and the note from the chest.

13. Elvenham Village

☐ Return the note and Dream Ruby to the Elf Queen. Obtain the Wake Dust as a reward.

14. Noaniels Village

☐ Use the Wake Dust to awaken the townspeople.

☐ Talk to the townspeople to learn about Ortega's search for a Magic Key in Ashalam, a town in the southeast.

QUEST FOR THE MAGIC KEY

15. Ashalam

☐ Learn about the Magic Key by gossiping with the townspeople. They tell you to go to the desert city of Isis.

16. Isis

☐ Talk to the Queen to learn about the Pyramid.

☐ Listen to the children's song in the Castle Nursery to learn about the Pyramid's secret.

17. Pyramid

☐ Press the buttons on Floor 3 wall in the order the Nursery Rhyme gives.

☐ Get the Magic Key.

THE PEPPER-SHIP EXCHANGE

18. Portoga City

☐ Talk to the townspeople to learn about the town's shortage of Pepper.

☐ Talk to the King and undertake his errand to get Pepper from Baharata Village. Get the Letter to Norud.

19. Norud the Hobbit's Cave

☐ Give Norud the Letter from the King of Portoga. Follow him through the secret passageway to the other side of the mountains.

20. Baharata Village

☐ Go to the Pepper Shop to learn that the owner's daughter was kidnapped by bandits.

☐ Talk to the girl's fiancé and father behind the shop and undertake the quest to rescue her.

21. Baharata Cave

☐ Defeat Kandar's Goons.

☐ Pull the lever and free the girl from her cell.

☐ Defeat Kandar.

22. Baharata Village.

☐ Get the Pepper from the Pepper Shop. It's free as a reward.

23. Portoga City

☐ Give the King the Pepper to receive the ship in exchange.

QUEST FOR THE ZEN SCROLL AND ORTEGA'S HELM

24. Dharma Temple

☐ If your characters are L20 or above, you can change their classes here.

25. Garuna Tower

☐ Get the Zen Scroll from the chest on Floor 2. With this Scroll, you can turn your characters into Sages at the Dharma Temple.

26. Muor Village

☐ Talk to the townspeople to learn about Ortega's alter-ego, Pokapa.

☐ Go behind the complex of shops and talk to the inhabitants to get permission to take Ortega's Helm.

THE QUEST FOR THE FINAL KEY

27. Shrine Across from Portoga

☐ Talk to the man at the top of the tower to learn where to go next.

28. Tedanki Village

☐ Visit in the daytime to find the village in ruins.

☐ Visit at night to find the village revitalized.

☐ Talk to the old man in the northeast corner (in the poison patch) to find out about the Final Key.

29. Lancel City

☐ Talk to the Slime by the shrine in the northern part of Lancel.

☐ Buy the Hide Herb at the Item Shop.

30. Edinbear Castle

☐ Use the Hide Herb to get past the guard at the entrance.

☐ Solve the boulder puzzle in the basement to open the door to the Dry Vase chamber.

☐ Talk to the Duke in the Throne Room to learn the location of the town, Soo.

31. Soo

☐ Talk to Mr. Edo, the talking horse, to learn how and where to use the Dry Vase.

32. Somewhere in the Western Sea

☐ Sail directly south from Aliahan until you reach an upside-down–"T"-shaped group of shoals.

☐ Use the Dry Vase by the shoals to reveal a shrine.

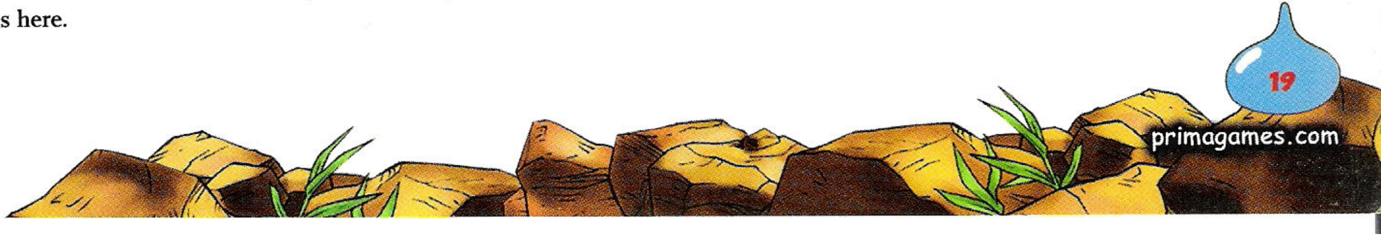
☐ Get the Final Key from the chest in the shrine.

THE GREEN ORB

33. Tedanki Village

☐ Use the Final Key on the Jail Door at night.

☐ Get the Green Orb from the prisoner.



THE ECHO FLUTE

34. Arp Tower

☐ Climb up to Floor 5 and drop down from the ropes into the middle of the room.

☐ Get the Echo Flute from the treasure chests on the platform suspended in the middle of Floor 3.

FOUND YOUR OWN TOWN

35. Aliahan

☐ Create a Dealer at Ruida's Tavern. Substitute this character for one of your own.

36. ??? Town*

☐ Sail up the eastern shore of the Soo continent until you see a small clearing in the middle of a forest.

☐ Talk to the speculator and leave your Dealer behind to help him found a town in this location.

THE PURPLE ORB

37. Zipangu Village

☐ Talk to the townspeople and Himiko in the Palace to learn about the Orochi terrorizing the village.

☐ Visit Himiko at night to learn a disturbing secret.

38. Zipangu Cave

☐ Defeat the Orochi in Basement 2.

☐ Take the Traveler's Gate back to the Palace in Zipangu.

39. Zipangu Village

☐ Refuse to keep Himiko's secret.

☐ Defeat the Orochi a second time.

☐ Get the Purple Orb.

THE BLUE ORB

40. Lancel

☐ Go to the shrine in the northern part of Lancel.

☐ Talk to the Priest to gain entry to the Navel of the Earth. You must leave your teammates behind, so move important items into your inventory or into the Bag.

41. Navel of the Earth

☐ Make your way to Floor 3. Ignore the masks and get the Blue Orb out of the treasure chests.

THE RED ORB

42. Pirates' House

☐ Visit the house at night to learn about the Pirate's Bone, the Phantom Ship, and the man who lives on Greenlad.

☐ Get the Red Orb from the Pirates' stash on the right side of the hideout.

THE CHANGE STAFF

43. Greenlad

☐ Talk to the old man about the Pirate's Bone and the Change Staff. He trades you the Bone for the Change Staff.

☐ Go to the shrine to the south. Use the Traveler's Gate to the east to travel to the Samanao Shrine.

44. Samanao Shrine

☐ Talk to the Priest inside to learn about the "changed" King in Samanao City to the West.

45. Samanao City

☐ Talk to the townspeople to learn about the King's recent tyrannies.

☐ Enter the Palace by the kitchen entrance to the right.

☐ Talk to the King and get thrown into jail.

☐ Talk to the prison guard and the prisoners to learn about the secret escape route and the Lar Mirror.

☐ Find the real King.

☐ Escape through the hidden tunnels.

46. Samanao Cave

☐ Find the hole on Floor 1 and jump down to the island below.

☐ Get the Lar Mirror.

47. Samanao City

☐ Return to the Palace at night and find the King in his chambers.

☐ Use the Lar Mirror to reveal the King's true form.

☐ Defeat the Boss Troll and restore the true King to the throne.

☐ Get the Change Staff.

THE GAIA SWORD

48. Greenlad

☐ Exchange the Change Staff for the Pirate's Bone.

☐ Use the Pirate's Bone to pinpoint the Phantom Ship's location.

49. Phantom Ship

☐ Get the LuvMemory pendant.

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* From here forward, the town that is founded in this spot is referred to as "Your Town." When the town grows, it takes on the name of the Dealer you left behind with the city's founder.

50. Olivia Cape

☐ Use the LuvMemory at the entrance to the cape.

☐ Once the spirits of Eric and Olivia are reunited, sail to the Jail Shrine on the island.

51. Jail Shrine

☐ Find Simon's soul in the southwest cell.

☐ Search for the Gaia Sword in the area around Simon's corpse. The corpse is in the southeast cell.

THE YELLOW ORB

52. Your Town

☐ Return to find that the citizens have thrown your Dealer in jail for his tyrannies. Talk to your Dealer in the Jail Cell.*

☐ Search behind the Dealer's throne to find the Yellow Orb. (You can still access the throne room while the Dealer is in jail.)

THE SILVER ORB

53. Gondo Cave

☐ Throw the Gaia Sword into the Volcano blocking your path in the Gondo Cave area.

☐ Make your way through Gondo Cave to the islands on the other side.

54. Gondo Shrine

☐ Get the Silver Orb.

THE BIRTH OF LAMIA

55. Leiamland Shrine

☐ Place all six Orbs on the pedestals surrounding the altar.

☐ Get Lamia.

BARAMOS!

56. Baramos' Castle

☐ Find the path to Baramos' Throne Room.

☐ Defeat Baramos.

AN INTERRUPTED CELEBRATION

57. Aliahan

58. Empress Castle

☐ Talk to the Queen of the Dragons.

☐ Get the Light Orb.

59. Giana Pit

☐ Hop into the Pit and travel into the Dark World.

PART TWO: THE HUNT FOR ZOMA THE DEMON LORD

NOTE If the Dark World looks familiar to you, it's because it is Alefgard, the world of *Dragon Warrior I*! The events of *Dragon Warrior III* take place a couple of generations before those of *Dragon Warrior I*, so you'll notice many similarities between the two versions of Alefgard.

60. Tantegel Jetty

☐ Get the Ship.

61. Tantegel City

☐ Talk to the King and the townspeople to learn about the Demon Lord Zoma and the tools you need to defeat him.

☐ Talk to Kandar in the Church about the Sun Stone.

☐ Get the Sun Stone from the room above the Castle Kitchen.

62. Rocky Cave

☐ Gather experience points.

63. Domdora Village

☐ Talk to the townspeople to learn about the power of the Light Orb, the location of the Pixy Flute, and the hiding place of the Oricon.

☐ Find the Oricon in the horse's paddock.

64. Mercado

☐ Talk to the Priest to learn about the items needed to get the Rainbow Drop.

☐ Talk to Garin the Bard to learn about the Shiny Harp.

65. Spirit Shrine

☐ Get the Rain Staff from Rubiss's attendant.

66. Garin's House

☐ Search Floor around the treasure chest in the basement to get the Shiny Harp.

67. Nail Mark

☐ Get the Hero Shield.

68. Kol

☐ Sell the Oricon to the craftsman in the Item Shop.

☐ Leave the city and return. Buy the King's Sword from the Item Shop.

☐ Search the grass to the south of the Baths to get the Pixy Flute.

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* You must have visited the town when the citizens were planning their mutiny to trigger this event.

69. Rubiss Tower

- ☐ Get the Light Armor from the chest on Floor 4.
- ☐ Find Rubiss Tower's back door.
- ☐ Play the Pixy Flute in front of the Rubiss statue on Floor 5. Get the Crest.

70. Sacred Shrine

- ☐ Present the Sun Stone, Rain Staff, and Crest to get the Rainbow Drop.

71. Rimuldar

- ☐ Learn about the hidden door in Zoma's throne room.

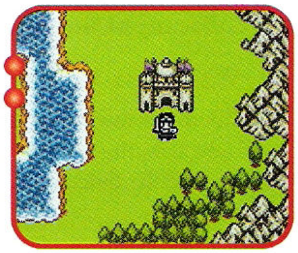
72. Peninsula to the Northwest of Rimuldar

- ☐ Use the Rainbow Drop to create a bridge to Zoma's Castle.

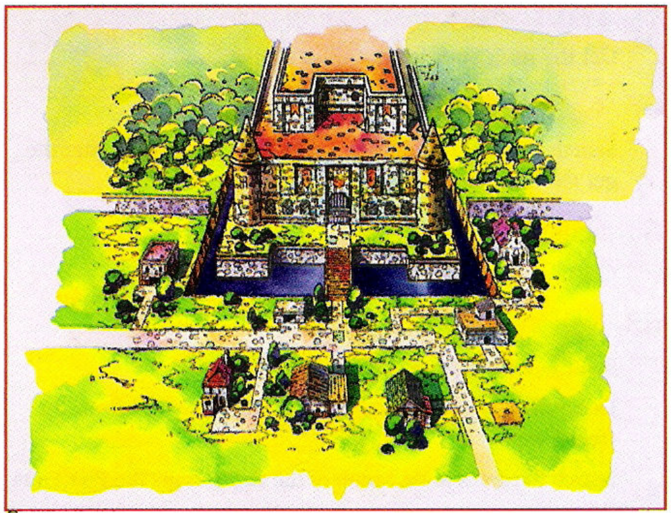
73. Zoma's Castle

- ☐ Defeat Zoma and his henchmen.

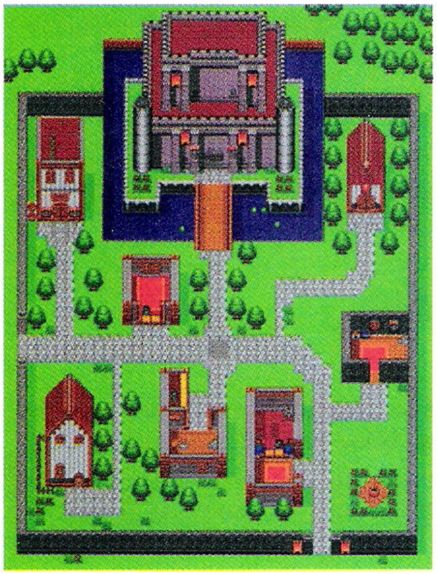
ALIAHAN AND ALIAHAN CASTLE



This fair city is where your journey starts. Aliahan is your base for the first part of the game, so get to know its facilities well. If you need rest, visit your mother for a free evening's room and board. In Ruida's Tavern, you find people who help you create and recruit party members. It also contains a Bank in which you can store your hard-won gold. When you are far from home, remember that Aliahan is only a Return spell away!



CITY OF ALIAHAN



Facilities in Aliahan:

Inn: 2G a Night

ITEM SHOP

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Warp Wing	Return to Town	25G
Pot Lid	DEF +2	50G

WEAPON AND ARMOR SHOP

Item	Effect	Cost
Stick	ATK +2	5G
Club	ATK +7	30G
Copper Sword	ATK +12	100G
Cloth Tunic	DEF +4	10G
Traveler's Clothes	DEF +8	70G
Leather Armor	DEF +12	150G
Leather Shield	DEF +4	90G

Nosiness Does Pay!

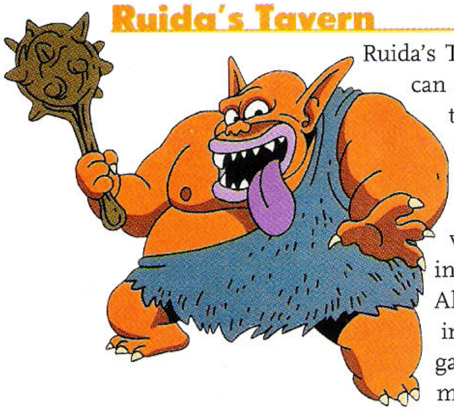
In the homes and stores of Aliahan, you can find many items just by searching through dressers, vases, barrels, hanging sacks, and bookcases. Here are some of the items you can find in Aliahan City.

Item	Location
STRSeed	Dresser in Hero's Home
5G	Dresser in Hero's Home
Herb	Barrel in Hero's Home
TinyMedal	Dresser in southeast Home
25G	Barrel by Ruida's Tavern

Home Sweet Home

Night and day, your mother waits for you at home so that she can take care of you and your friends. If you need a free place to spend the night, go home!

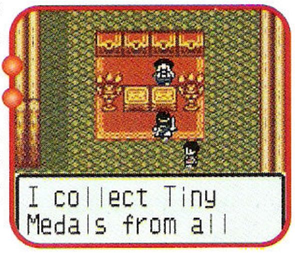
Ruida's Tavern



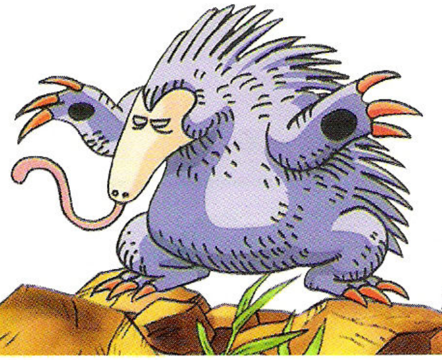
Ruida's Tavern is the only place you can create, recruit, and dismiss team members. More important, perhaps, is the presence of a Bank. There you can deposit and withdraw your money in increments of 1,000G. Although this may not seem important at the start of the game (when 1,000G is a lot of money), the Bank is a handy later on when the rewards—and the dangers—are higher. Funds deposited in the Bank cannot be halved should your party succumb to monsters!

At the Bottom of the Well

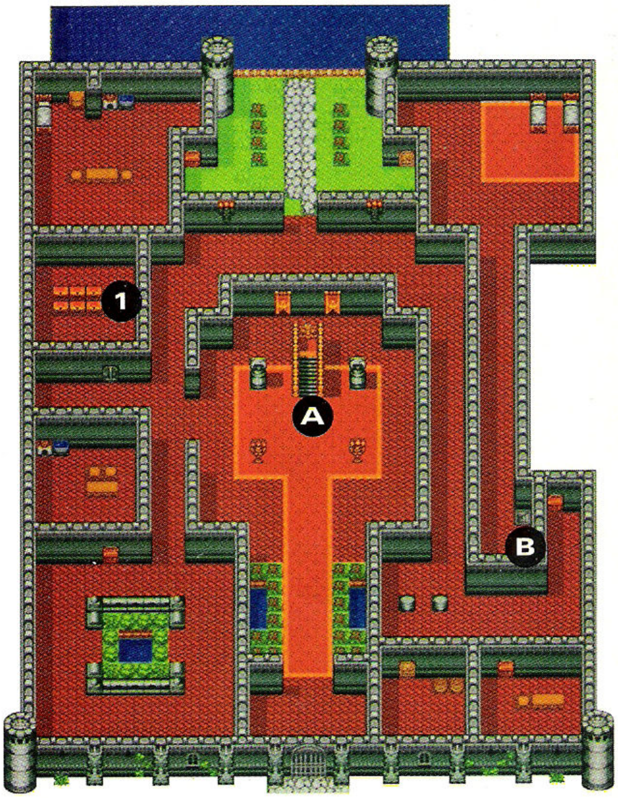
Examine the well to climb into it. At the bottom is the house of the TinyMedal man. This citizen collects TinyMedals and you can cash yours in for rare items. TinyMedals are all over the worlds in treasure chests and other explorable containers.



I collect Tiny
Medals from all

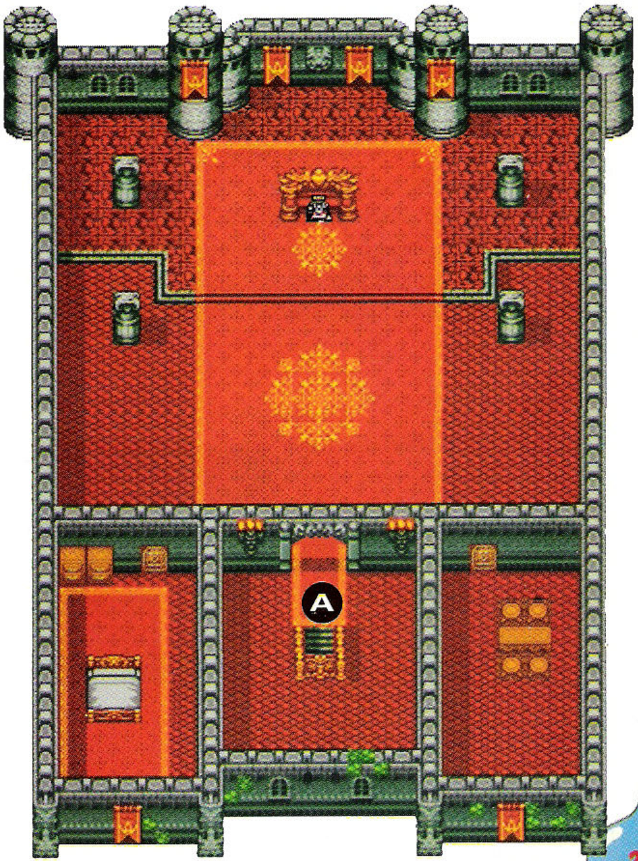


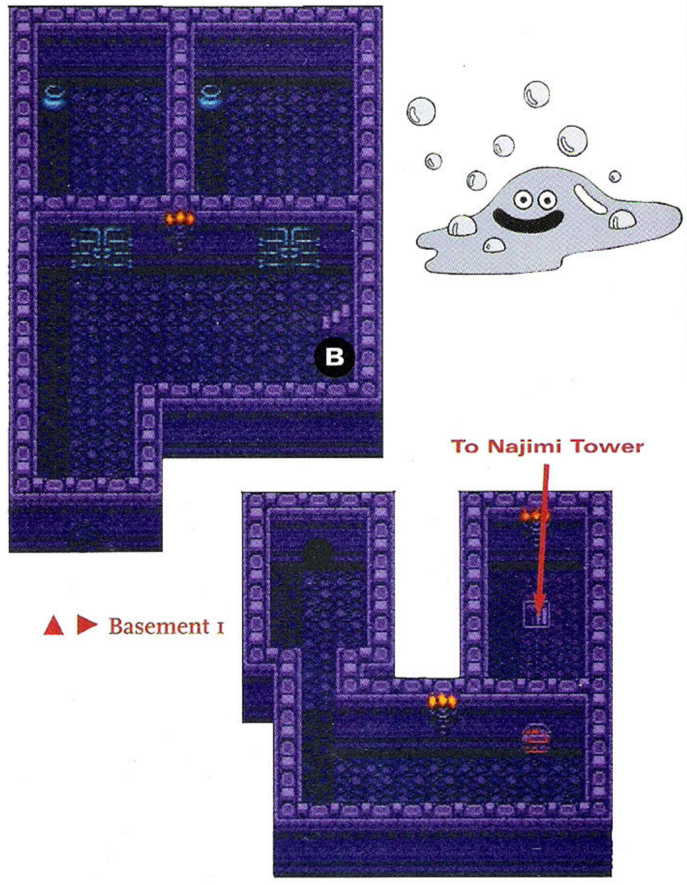
ALIAHAN CASTLE



▲ Floor 1

▼ Floor 2





TREASURE DATA

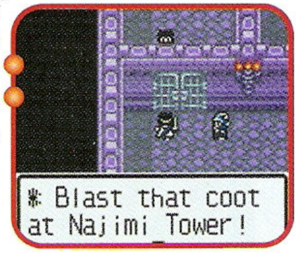
1. 128G, 336G, Hero's Bracelet, AGLSeed, STRSeed, Lune Staff

The Importance of Kings

Kings and Queens play an important role. They give you information about areas or ask you to perform quests. They also can tell you how many experience points are required for each of your teammates to level up, and give you the opportunity to save your game and quit. Whenever you enter a city with a Castle, pay the royalty a visit!

Bakota and the Thief Key

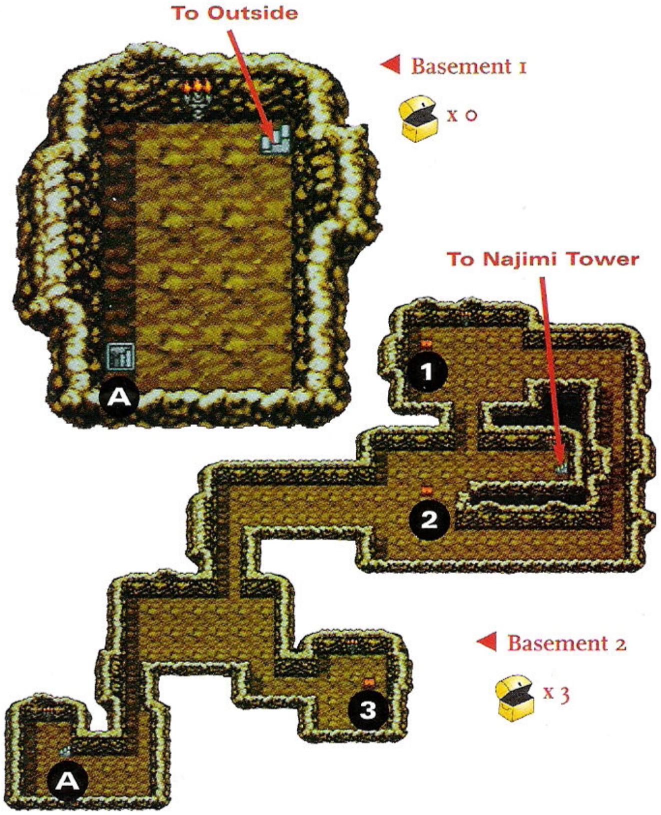
Your first quest is to find the Thief Key. This key lets you open all red doors. Bakota, the key's inventor, is locked up in the Castle basement Jail. Visit him for information on the Thief Key's whereabouts.



✱ Blast that coot at Najimi Tower!

PROMONTORY CAVE

Promontory Cave is a tunnel that leads beneath the ocean to Najimi Tower. It provides an excellent introduction to dungeon crawling because it's simply laid out and infested with the easiest monsters. However, you'll find this experience much enhanced if your characters enter at L5 or higher. At this point, Hero should have learned the Heal spell, which comes in handy if you don't have a Cleric and don't want to buy lots of Herbs.



TREASURE DATA

1. 56G
2. Traveler's Clothes
3. Herb

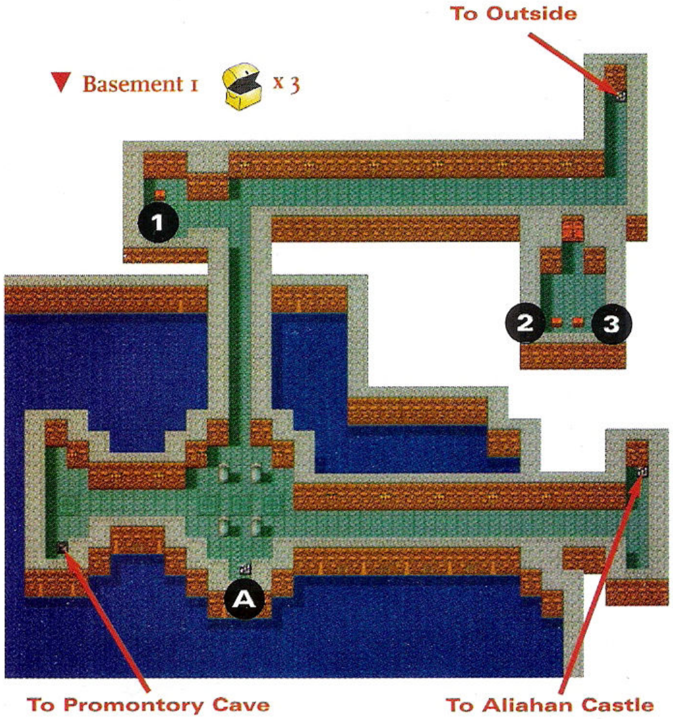
MONSTER DATA

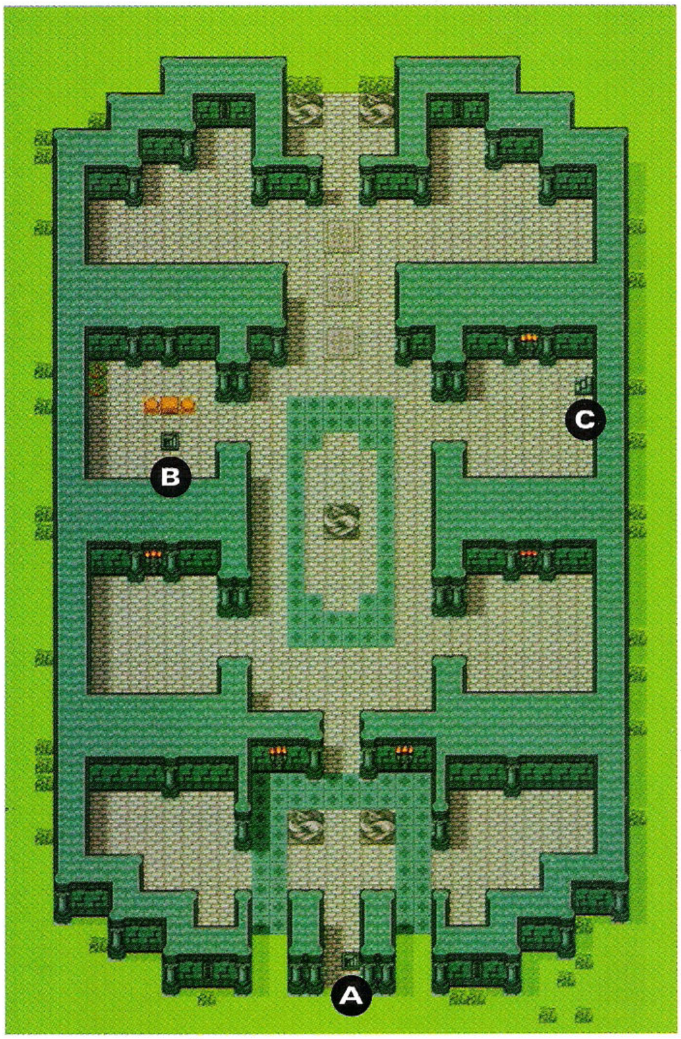
Antbear	Exp 12	G 4
Raven	Exp 6	G 3
HornyHare	Exp 8	G 3
Slime	Exp 4	G 2

NAJIMI TOWER

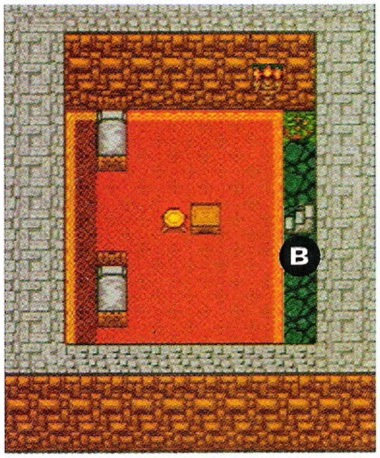
Najimi Tower is on an island directly west of Aliahan—so close you can see it from the shores. Unfortunately, without a ship you must find another entrance. The tower is infested with more difficult monsters than those in Promontory Cave. Fortunately, there's a handy Inn off Floor 1 of the tower. Use it before you ascend to the Fourth Floor, where you'll find the old coot who took Bakota's Thief Key.

▼ Basement 1 x 3

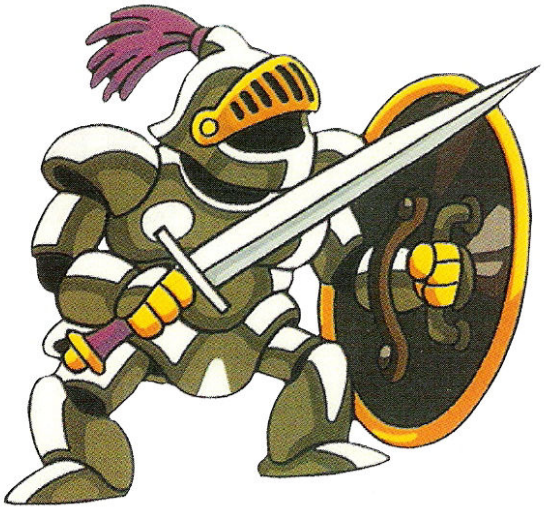

To Outside
1
2
3
A
To Promontory Cave
To Aliahan Castle



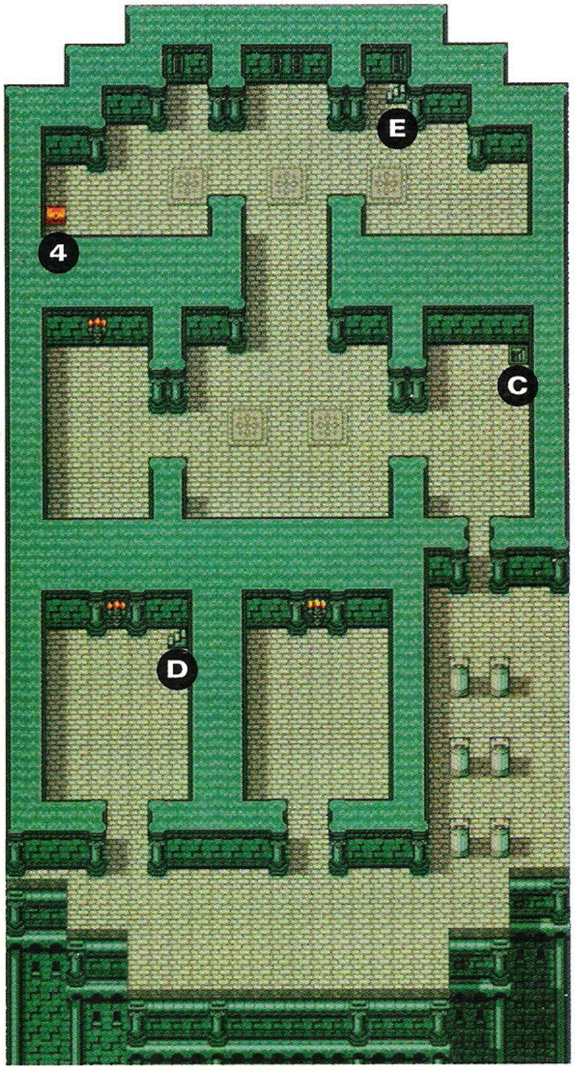
▲ Floor 1 x 0



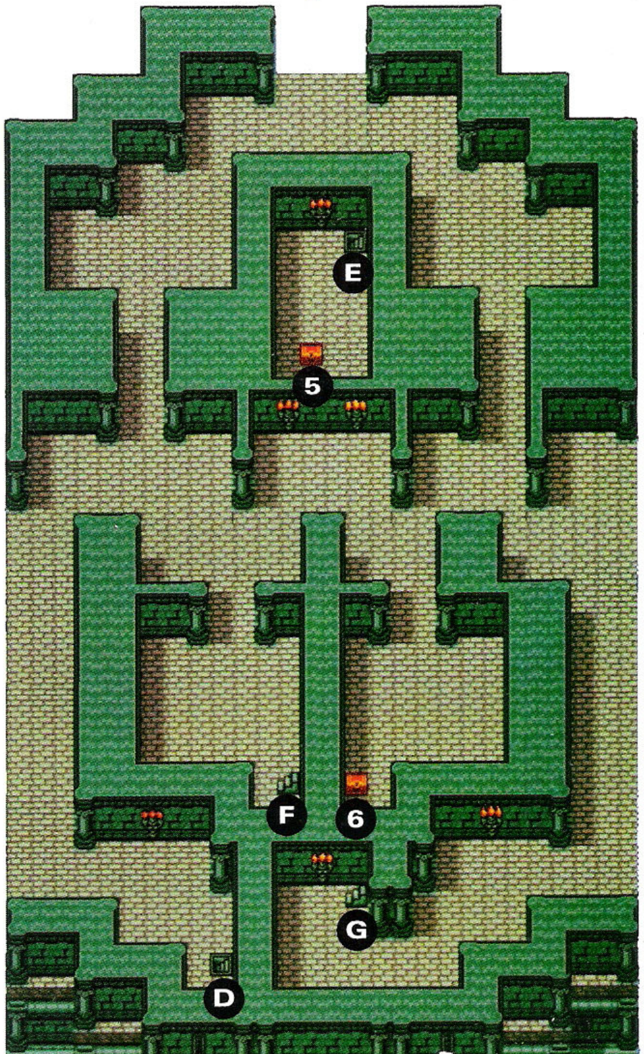
◀ Basement 1 INN

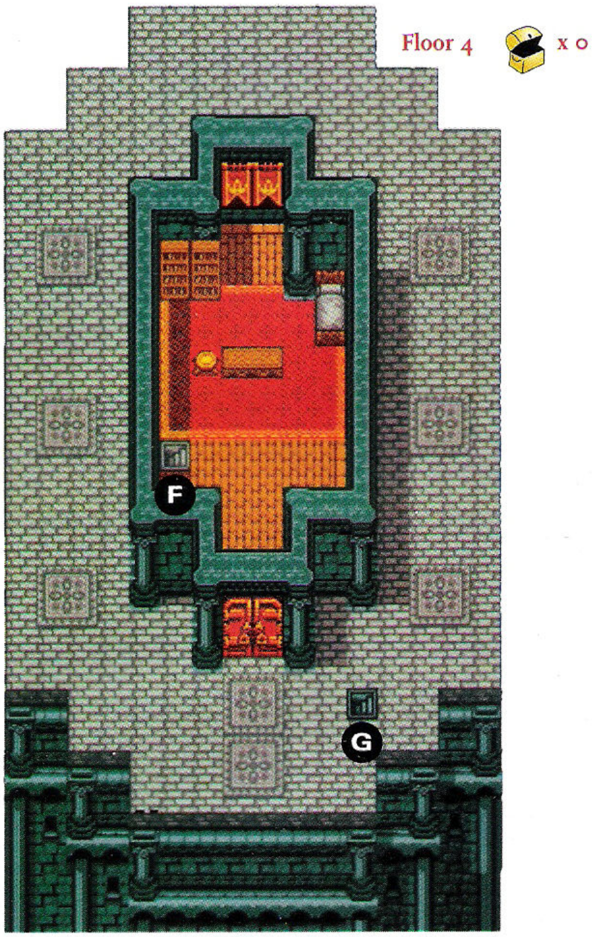


▼ Floor 2 x 1



▼ Floor 3 x 2





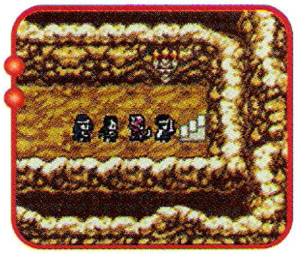
TREASURE DATA

1. 32G
2. Wooden Hat
3. AGLSeed
4. 40G
5. TinyMedal
6. Warp Wing

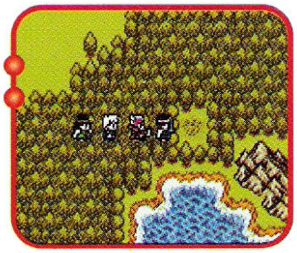
MONSTER DATA

	Antbear	Exp 12	G 4
	Babble	Exp 16	G 8
	Butterfly	Exp 9	G 4
	Froggore	Exp 12	G 4
	HornyHare	Exp 8	G 3
	Magician	Exp 20	G 10
	Raven	Exp 6	G 3
	Slime	Exp 4	G 2
	StingWasp	Exp 14	G 6

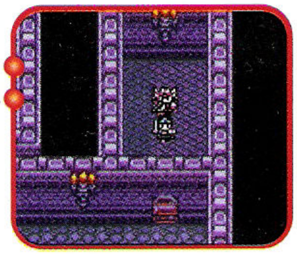
ENTERING NAJIMI TOWER



▲ Promontory Cave entrance

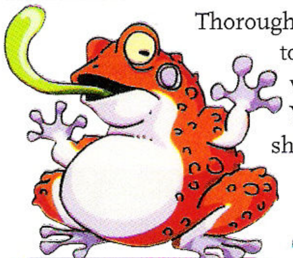


▲ Forest entrance



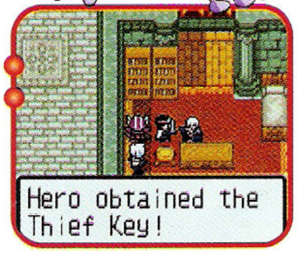
◀ Aliahan Castle entrance

Najimi Tower has many entrances. It's on an island west of Aliahan, and because you don't have a ship, you have to find one of its entrances to get the Thief Key from the old man inside. The most well-known entrance to Najimi Tower is through Promontory Cave, but another entrance is more direct. In the forest south of Reeve, look for a clearing. Enter the clearing to find a stairwell leading down into the earth. This puts you in the northeast corner of the tower's basement.



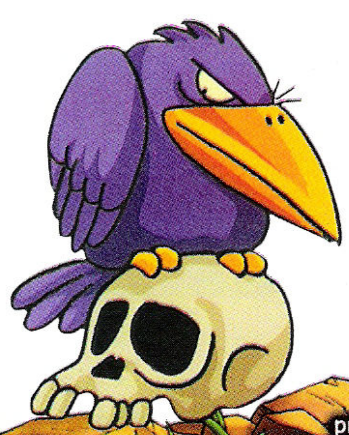
Thoroughly explore Basement 1 in the tower to discover a third way into the tower via the Jail Cells of Aliahan Castle. You need the Thief Key to use this shortcut, so remember it after you find the old coot on the tower's Floor 4.

THE THIEF KEY



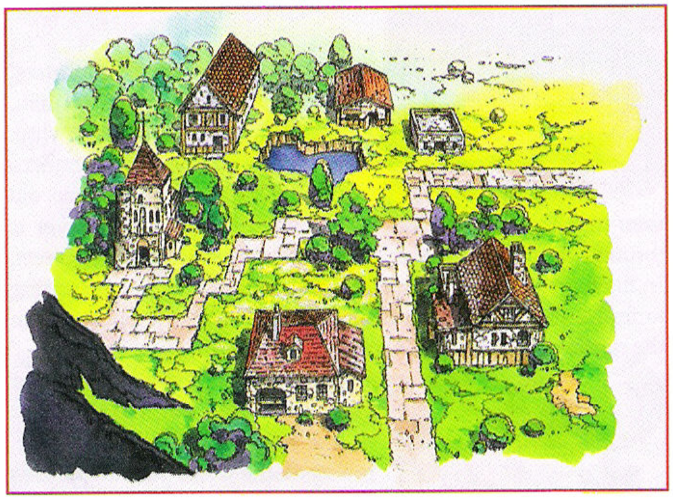
Hero obtained the Thief Key!

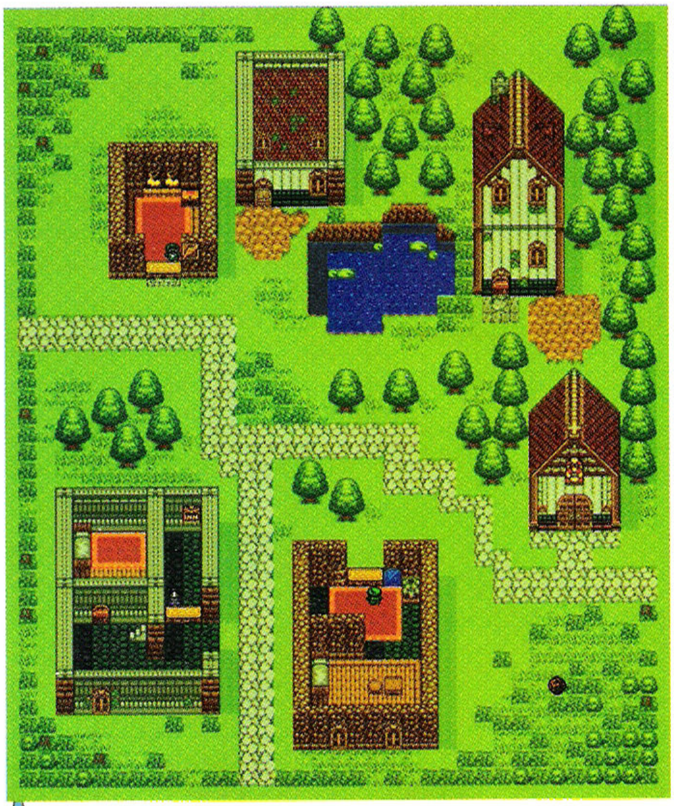
The ultimate goal of this journey is to obtain the Thief Key. To get it, survive the journey to the top of the tower and ask the man there about the Thief Key. You won't find a Boss battle here!



REEVE

The village of Reeve, north of Aliahan, makes a good base while you level up your characters in dangerous woods and mountains to the east. While visiting, talk to the inhabitants about a Magic Bomb. One of the residents is rumored to be researching such an item. It might come in handy as you search for the long-lost Traveler's Gate.





Facilities in Reeve:

INN

Inn: 2G/Person a Night

ITEM SHOP

Item	Effect	Cost
Turban	DEF +8	160G
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Repellent	Repels weak monsters	20G
Warp Wing	Return to Town	25G

WEAPON AND ARMOR SHOP

Item	Effect	Cost
Bronze Knife	ATK +8	80G
Copper Sword	ATK +12	100G
Sickle	ATK +16	320G
Training Clothes	DEF +10	80G
Leather Armor	DEF +12	150G
Turtle Armor	DEF +15	330G
Leather Hat	DEF +2	80G

THE MAGIC BOMB

Hero obtained the Magic Bomb!

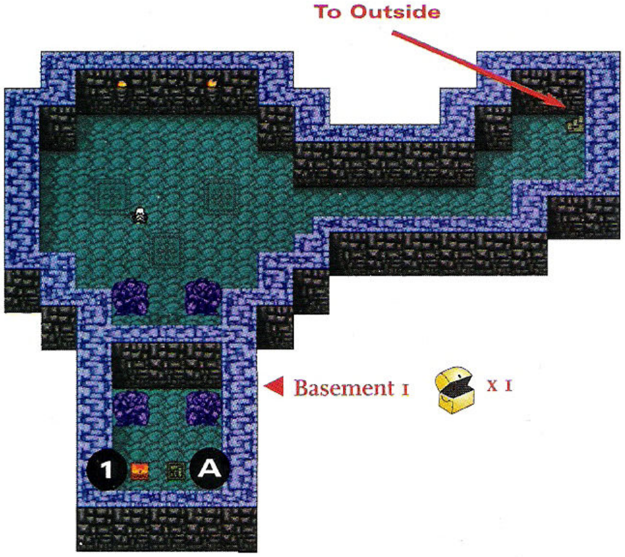
With the Thief Key, further explore Aliahan Castle. In one of the rooms you can now unlock, you meet a man who tells you of a Magic Bomb that you can use to access the Traveler's Gate to the other continents. He also tells you that the bomb maker lives in Reeve. Go to Reeve and talk to the man in the house in the northeast corner. He'll give you a Magic Bomb!

NOTE Before heading to Tempt Cave, outfit your team with the best armor and weapons they can use. The Sickle is a great weapon that most party members can use. The Turtle Armor is a must for a Mage.

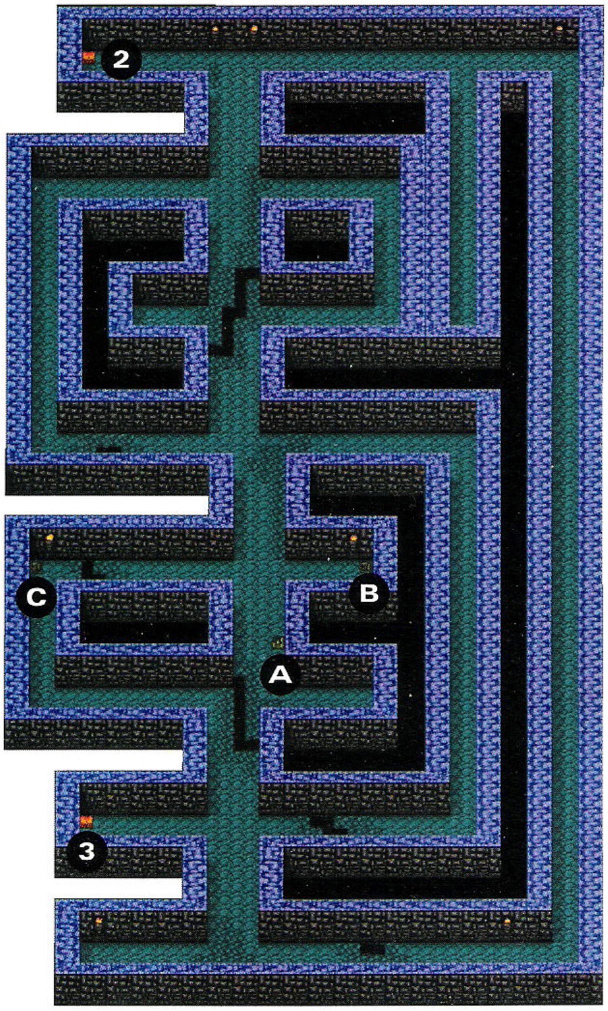
TEMPT CAVE

The appearance of Baramos led the people of Aliahan to seal up the Traveler's Gate in Tempt Cave to prevent the further infestation of evil beings on their island. You must break the seal to travel any farther, and for that you need the Magic

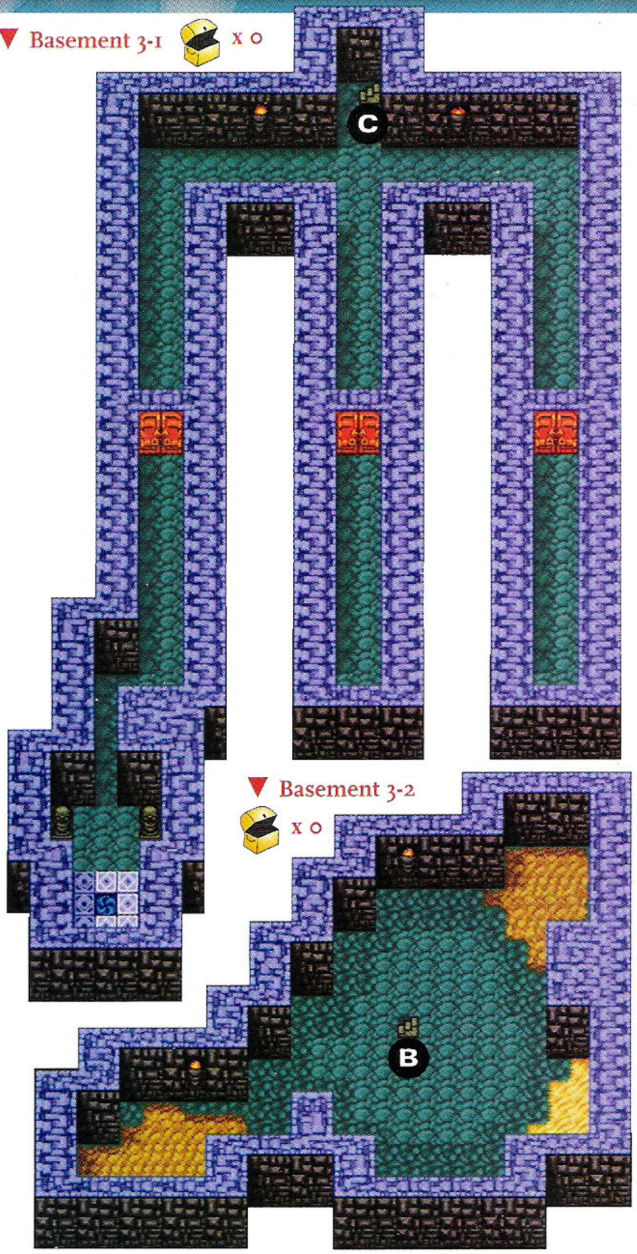
Bomb. Once the seal is broken, travel deep into this cave to find the hallway that contains the locked door to the Traveler's Gate.



◀ Basement 1 x 1



▲ Basement 2 x 2



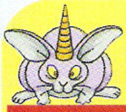
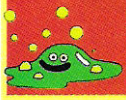
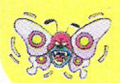
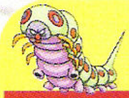
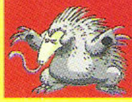
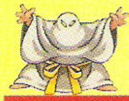
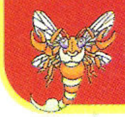
▼ Basement 3-1 x 0

▼ Basement 3-2 x 0

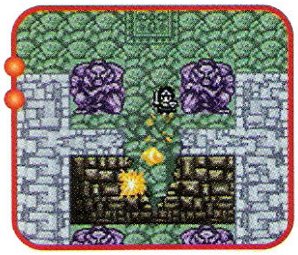
TREASURE DATA

1. Magic Map
2. Antidote
3. Knife

MONSTER DATA

 **Almiraj**	Exp 14	G 8
 **Babble**	Exp 9	G 4
 **Butterfly**	Exp 16	G 8
 **Catapila**	Exp 35	G 12
 **Echidna**	Exp 12	G 7
 **Magician**	Exp 20	G 10
 **StingWasp**	Exp 14	G 6

PINPOINTING THE SEALED WALL

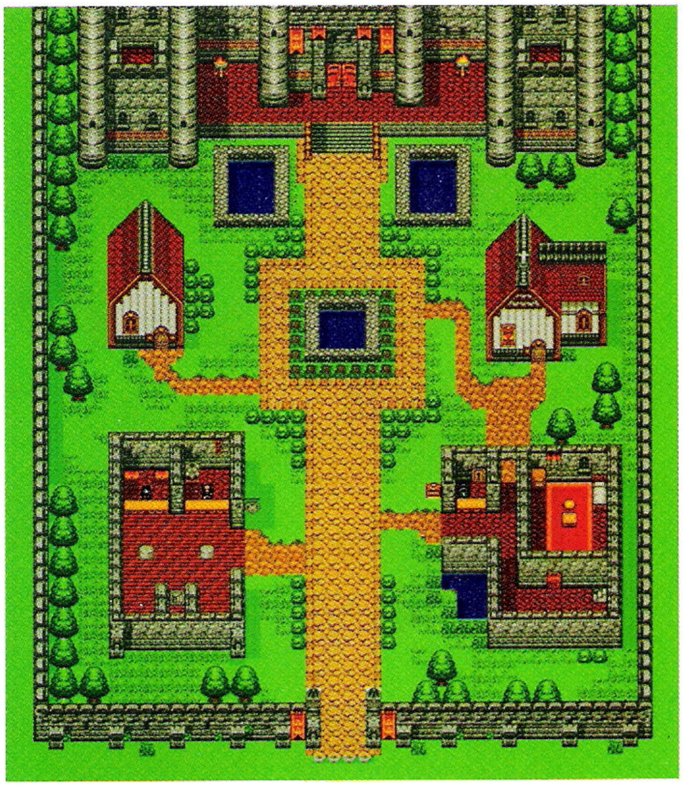


In the maps above, the sealed wall blocking the Traveler's Gate is obvious. To blow up the wall, use the Magic Bomb while standing next to that southern wall. The rest happens automatically.

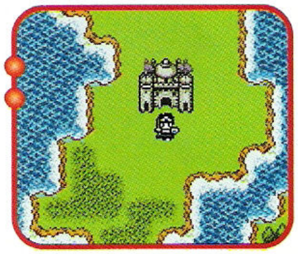
THE MAGIC MAP

After you've blasted your way through the sealed wall, grab the Magic Map from the chest by the stairwell. Press SELECT to use this item whenever you are traveling outside in the field. It shows your current location and the locations of other cities and dungeons you've visited.

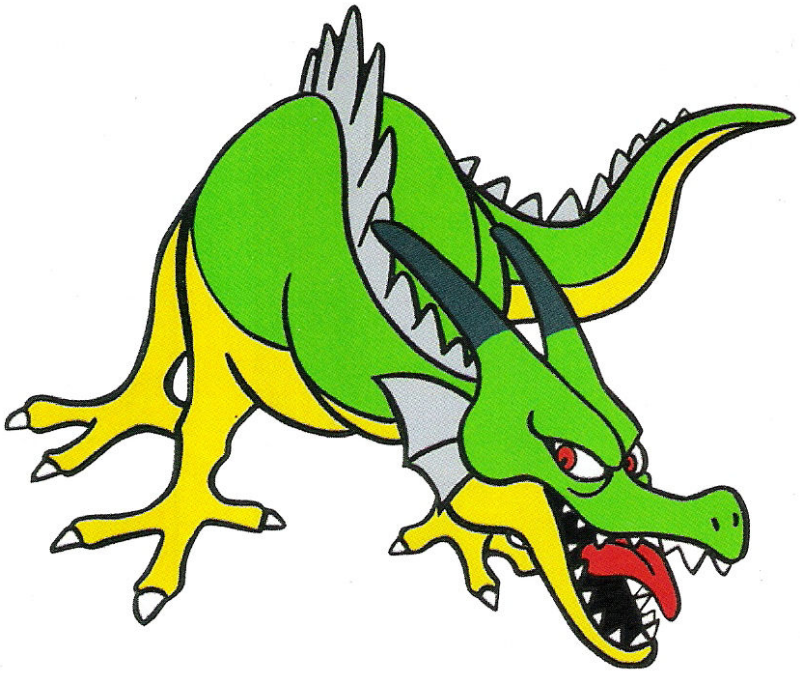
ROMALY CITY



ROMALY AND ROMALY CASTLE



Romaly is north of the Tempt Cave Traveler's Gate. When you arrive, visit the King in his Castle (the throne room is on Floor 2). Also, Romaly has a Monster Stadium.



Facilities in Romaly:

INN

Inn: 3G/Person a Night

ITEM SHOP

Item	Effect	Cost
Iron Apron	DEF +22	700G
Leather Hat	DEF +2	80G
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Repellent	Repels weak monsters	20G
Warp Wing	Return to town	25G
Moon Herb	Cures Paralysis	30G

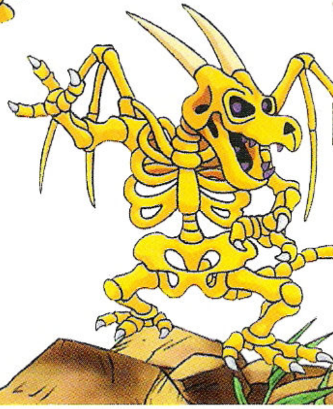
WEAPON AND ARMOR SHOP

Item	Effect	Cost
Knife	ATK +14	200G
Sickle	ATK +16	320G
Spear	ATK +26	650G
Leather Armor	DEF +12	150G
Shell Armor	DEF +16	350G
Chain Mail	DEF +20	480G
Bronze Sheild	DEF+7	250G

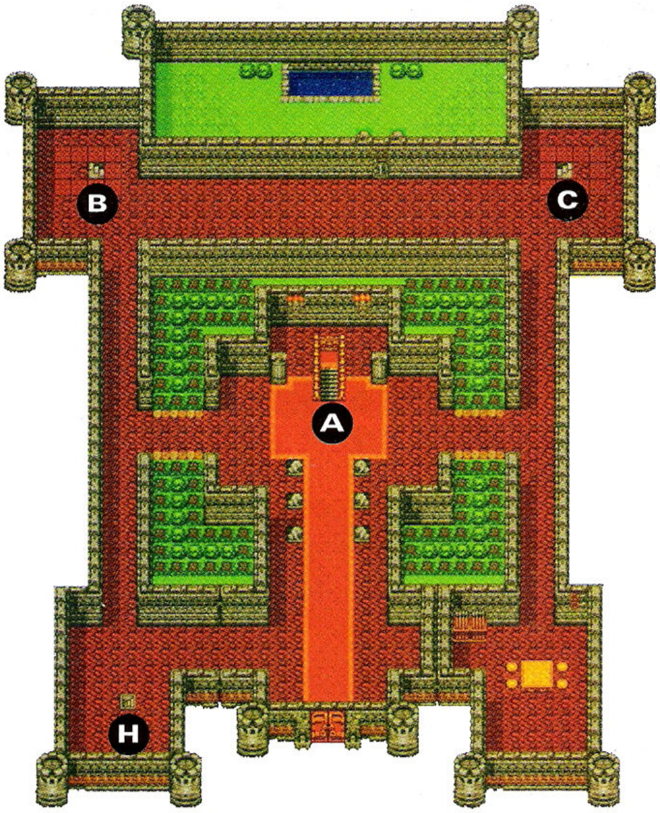
Hail the Monster Stadium!

Beneath the Weapon and Armor Shop (look for stairs going down) is the first Monster Stadium. Here you can bet your hard-earned gold on the monster fights to make a tremendous profit. The King also enjoys a good match.

* This is the Stadium where

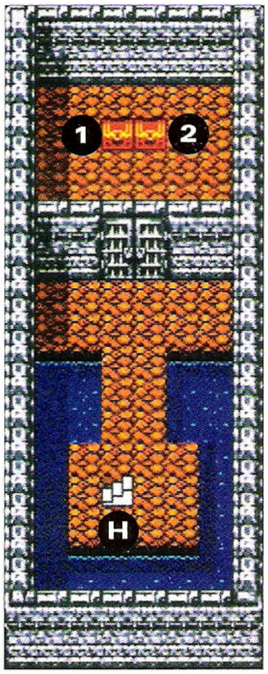


ROMALY CASTLE

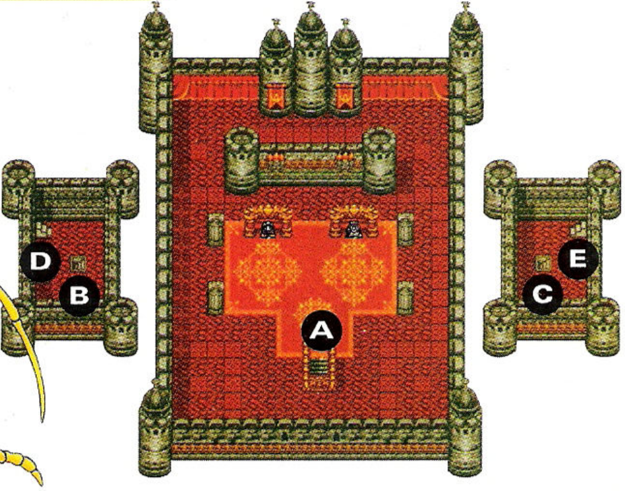


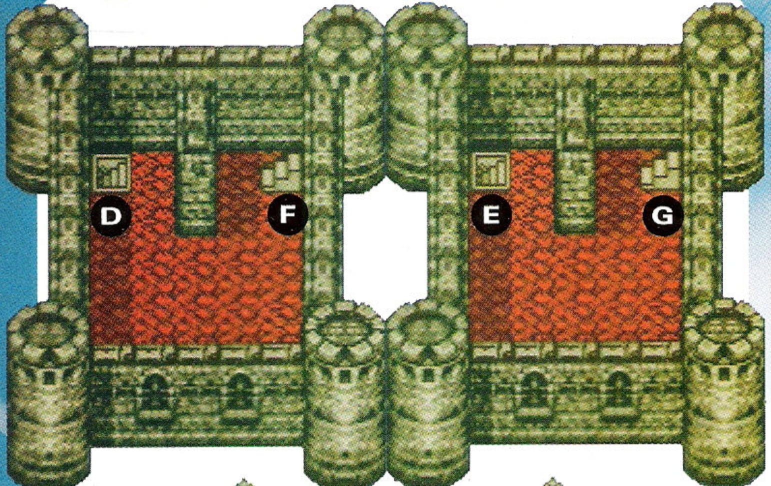
▲ Floor 1

► Basement 1



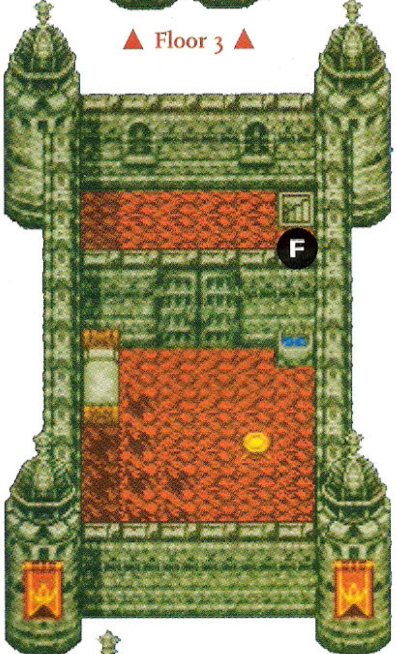
▼ Floor 2



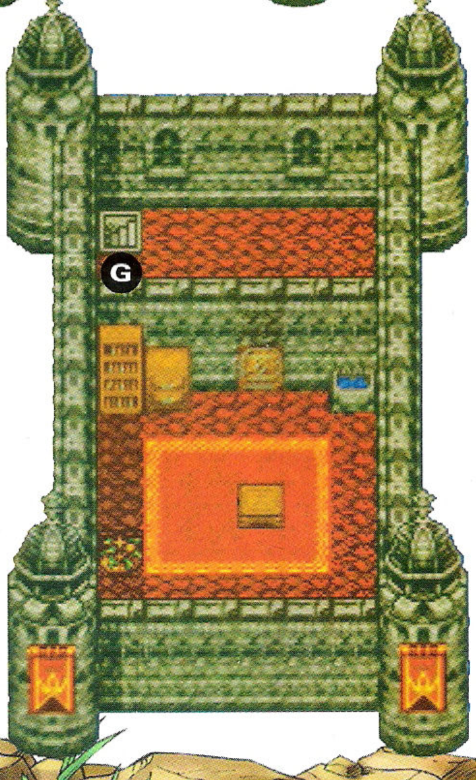


▲ Floor 3 ▲

► Floor 4



► Floor 5



TREASURE DATA

1. Dagger
2. Expel Shield

A Visit to the King

King: I must ask a favor of you.

When you visit the King, your progress is saved and you get your next quest. The notorious bandit, Kandar, stole the King's Golden Crown. Talk to the citizens of Romaly to learn the latest gossip regarding Kandar's hideout. Recover the Golden Crown and return it to the King to be amply rewarded.

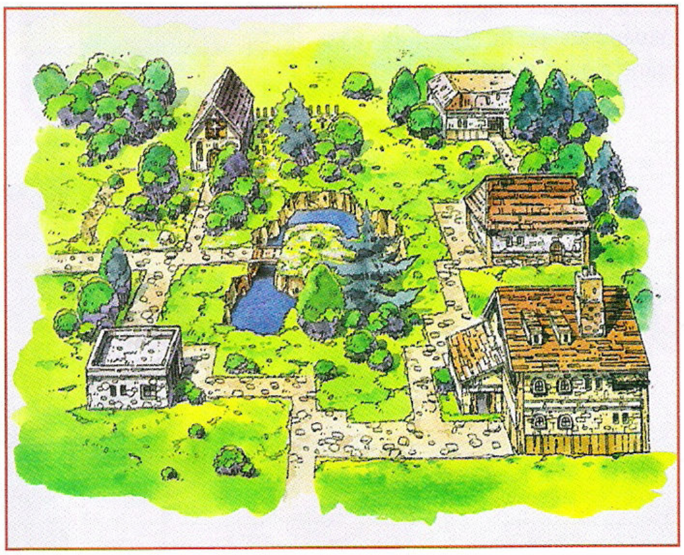
After the Golden Crown's Returned....

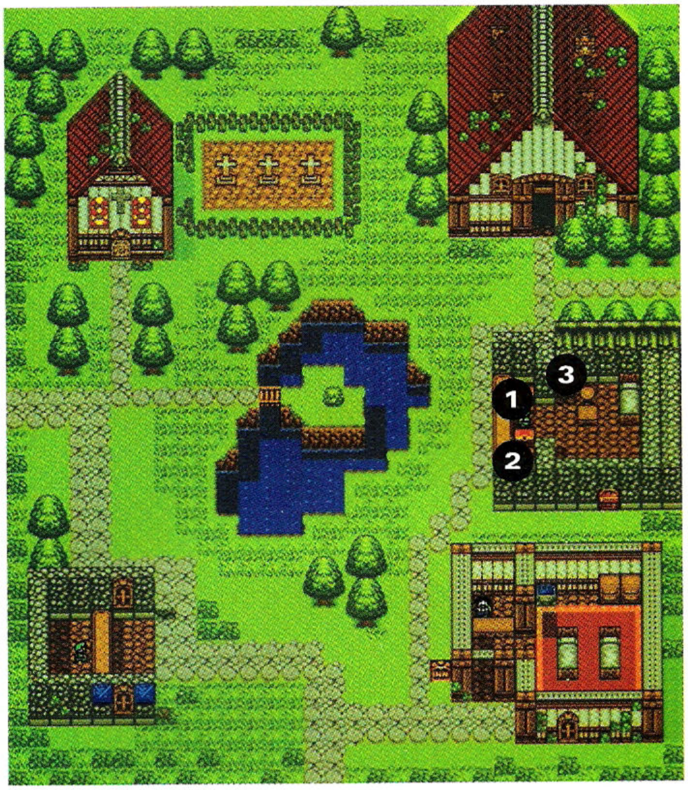
You shall be our first-ever queen!

When you return the Golden Crown to the King of Romaly, he makes you the King or Queen! While it's fun to wander around town and see the townspeople's looks of surprise and amazement, you still have a job to do. find the old King in the Monster Stadium. Give him back the Crown to go!

KAZAVE

Kazave is a small village in the mountains a day's journey north of Romaly. The people in Kazave have information about both Kandar and a strange situation in nearby Noaniels in the northwest, so talk to them all.





Facilities in Kazave:

INN

Inn: 4G/Person a Night

ITEM SHOP

Item	Effect	Cost
Wooden Hat	DEF +6	140G
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Repellent	Repels weak monsters	20G
Warp Wing	Return to town	25G
Moon Herb	Cures Paralysis	30G
Bunny Tail	LUCK +8	270G

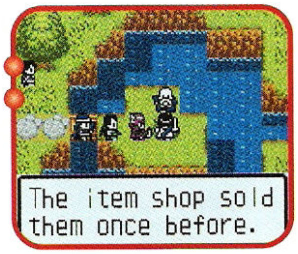
WEAPON AND ARMOR SHOP

Item	Effect	Cost
Spear	ATK +26	650G
Iron Claw	ATK +25	870G
Chain Whip	ATK +27	1,000G
Iron Armor	DEF +25	1,100G
Fighting Suit	DEF +23	800G
Bronze Shield	DEF +7	250G
Scale Shield	DEF +12	600G

TREASURE DATA

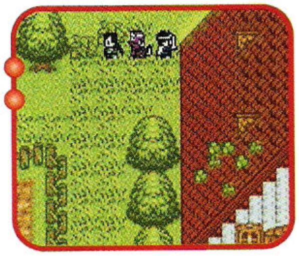
1. Poison Needle
2. Club
3. Boxer Shorts

THE POISON NEEDLE


The item shop sold them once before.

A man standing in the middle of town tells you about a neat weapon called the Poison Needle. The Item Shop once carried it, but not anymore. However, you can sneak into the owner's house at night to find one!

A HIDDEN ENTRANCE

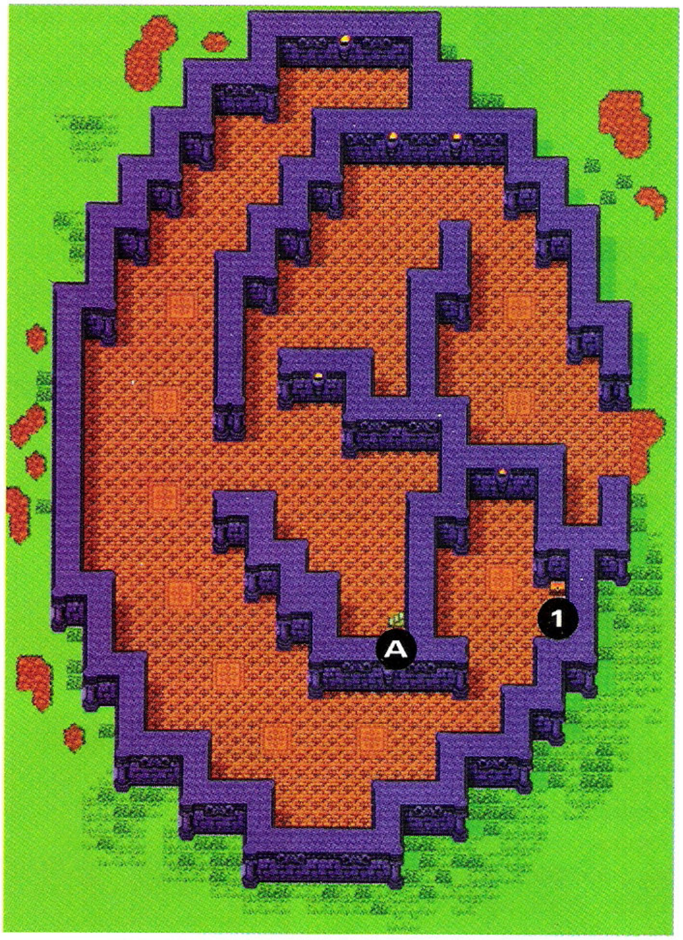


When you enter the building in the northeast corner of town, you see a staircase in the darkness. To get to that staircase and find out what's upstairs, walk behind the house as shown in the screenshot here. Look for a Fur Hood in one of the dressers!

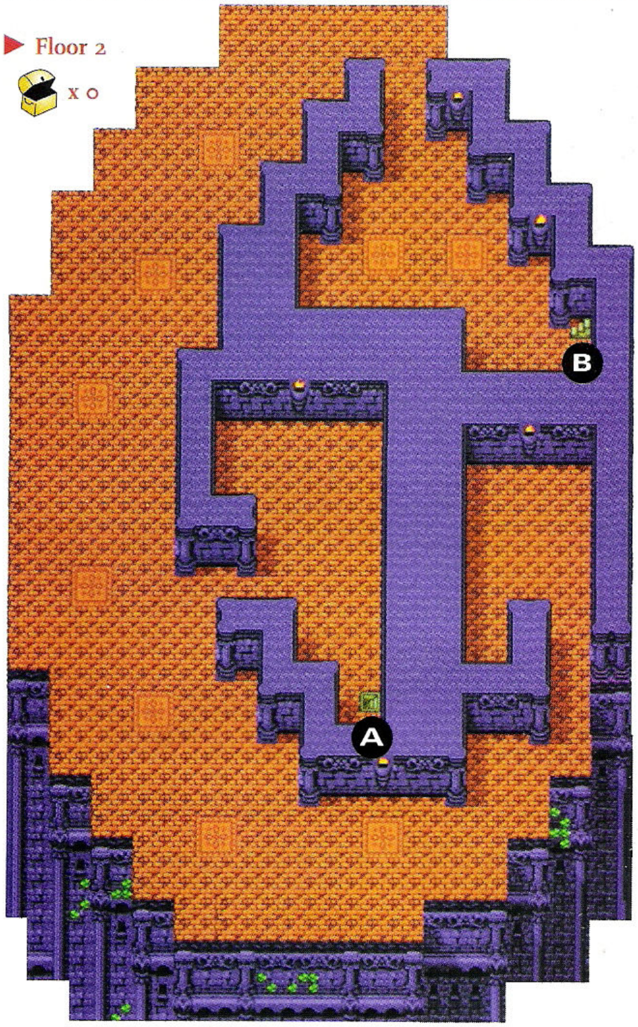
SHAMPANE TOWER

Shampane Tower is Kandar's current hideout and where you must go to recover the Golden Crown. This six-story tower is not for the faint of heart. All of your party members should be at L13 or higher. At the top of the tower you face Kandar and his Goons. This is your first Boss battle, so be ready.

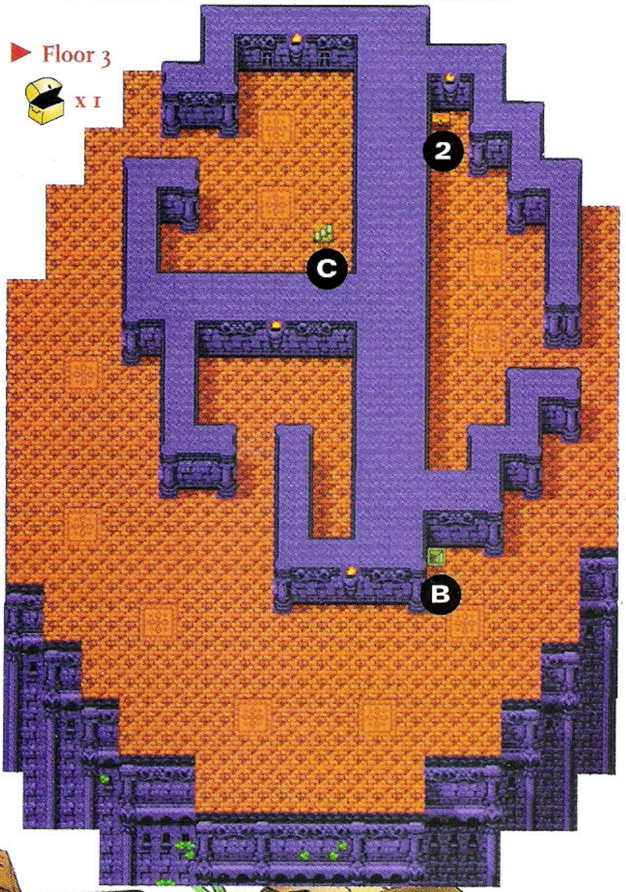
▼ Floor 1 x 1

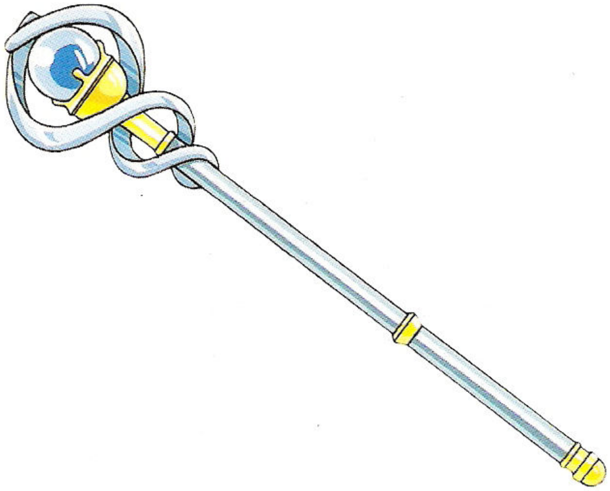


▶ Floor 2 x 0



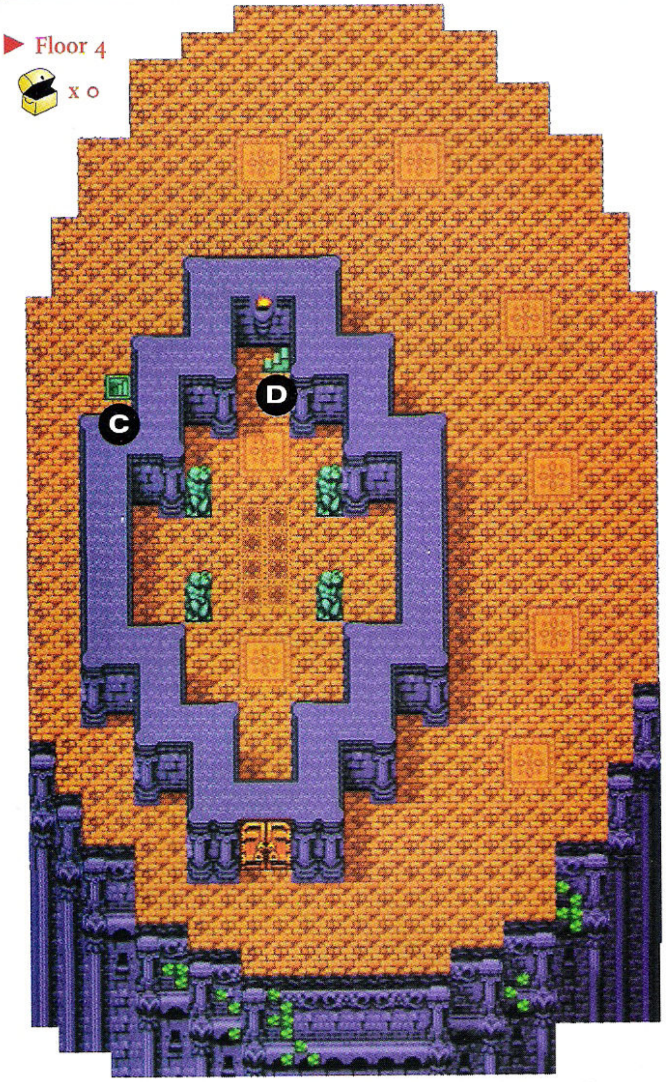
▶ Floor 3 x 1





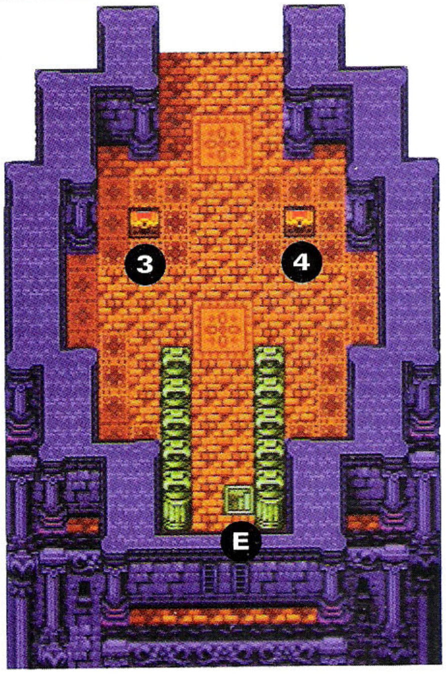
▶ Floor 4

x 0



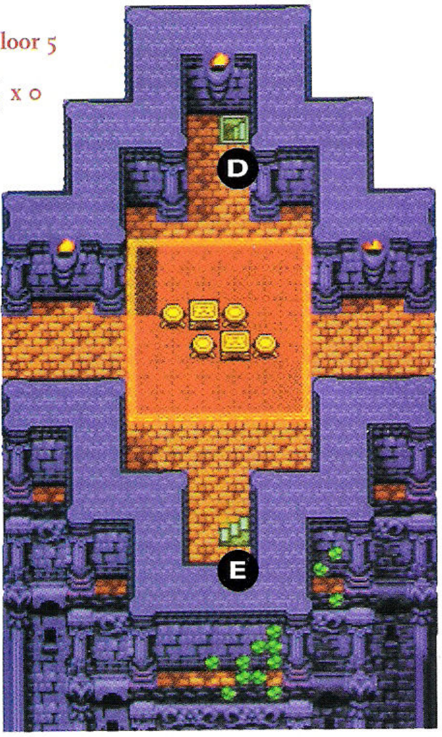
▶ Floor 6

x 2



▶ Floor 5

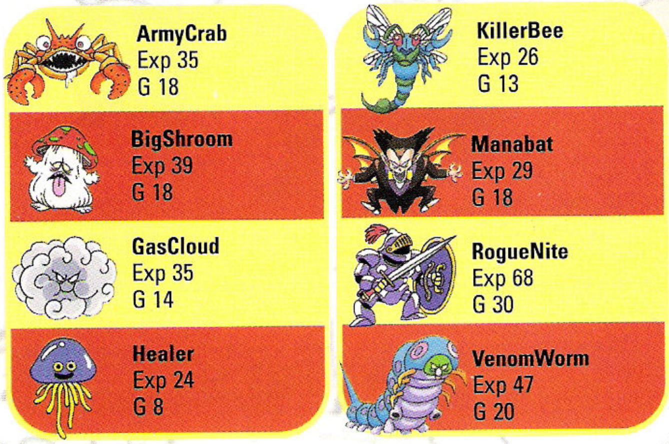
x 0



TREASURE DATA

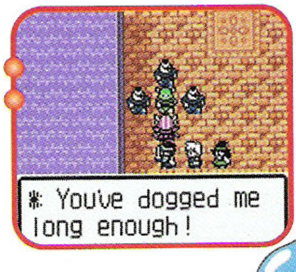
1. 430G
2. Bronze Shield
3. Empty
4. Empty

MONSTER DATA



ArmyCrab	Exp 35 G 18	**KillerBee**	Exp 26 G 13
BigShroom	Exp 39 G 18	**Manabat**	Exp 29 G 18
GasCloud	Exp 35 G 14	**RogueNite**	Exp 68 G 30
Healer	Exp 24 G 8	**VenomWorm**	Exp 47 G 20

FINDING THE GOLDEN CROWN



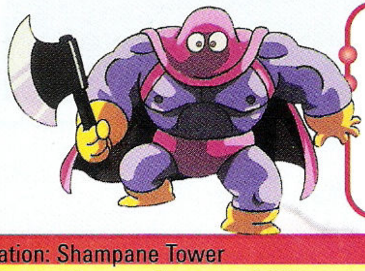
✱ You've dogged me long enough!

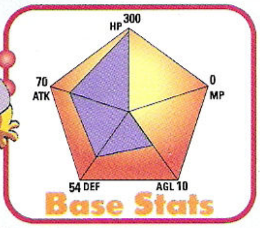
When you get to Floor 5 of Shampane Tower, you run into Kandar's henchmen, who run to inform Kandar upstairs. When you get to Floor 6, Kandar tricks you and you fall down a trapdoor to the room below. If you return to Floor 6, you find Kandar and the contents of the two treasure chests gone. Head to Floor 4 to find Kandar and crew waiting for you on the right. Defeat him and he gives you the Golden Crown in return for sparing his life.

Boss: Kandar and his Goons

Kandar is very tough to defeat, especially because you have to deal with his three Goons at the same time. Kandar has a high attack rating, so use Increase several times to build your party's defense. Take out the Goons first, then work on Kandar. The Goons have only a basic physical attack and 60HP, so your team can defeat them in a couple of rounds. Kandar, on the other hand, can parry attacks and perform a Brutal Hit.

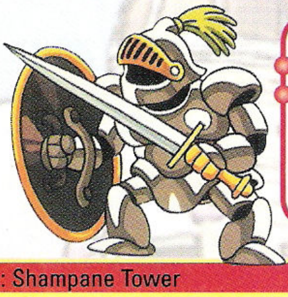
Kandar/Medal #144/155

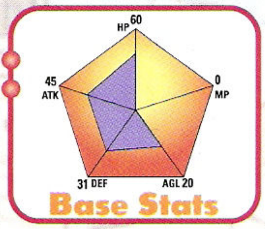




Location: Shampane Tower
Gold: 0G Exp: 2,200 Items: None

Kandar's Goon/Medal #145

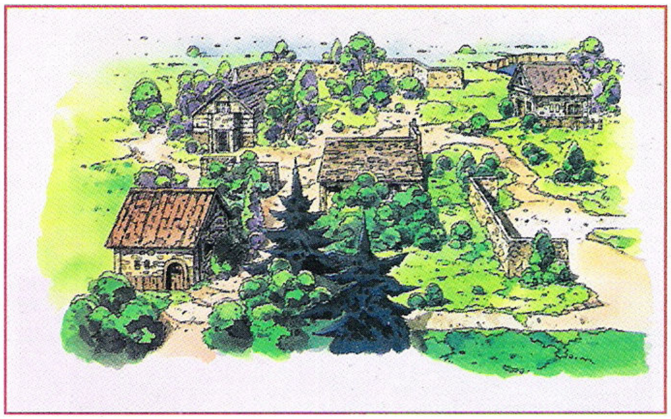


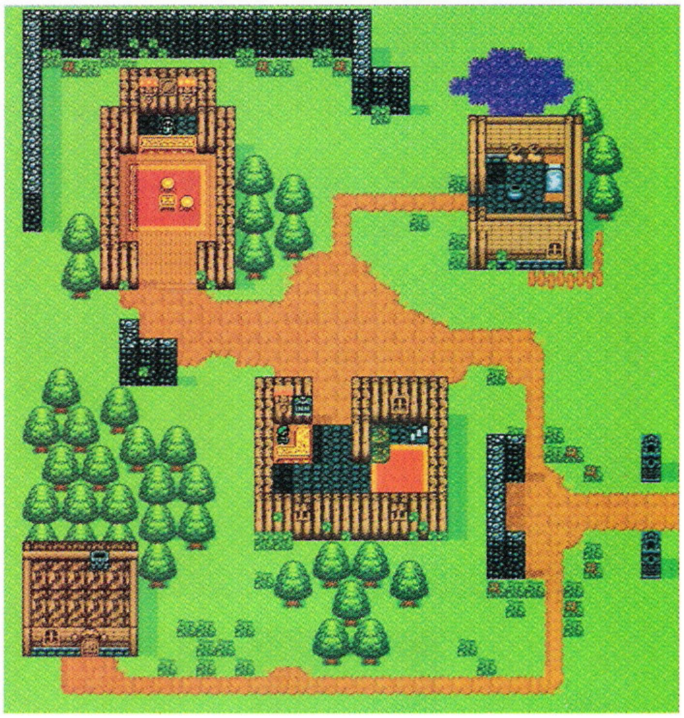


Location: Shampane Tower
Gold: 0G Exp: 80 Items: None

NOANIELS

The town of Noaniels is having a few problems. When you first arrive, almost all of its citizens are sound asleep in their tracks, victims of a curse. Only one citizen remains awake, and his story is very informative. After you break the curse, Noaniels returns to normal and you can use all the facilities. Talk to all of the people in the town to learn about your father's whereabouts!





Facilities in Noaniels:

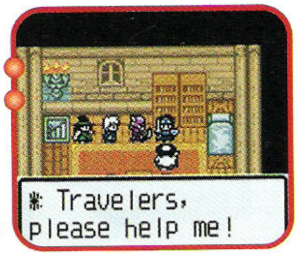
INN

Inn: 5G/Person a Night

ITEM SHOP

Item	Effect	Cost
Steel Sword	ATK +33	1,300G
Wizard's Wand	ATK +15	1,500G
Evade Suit	DEF +23	2,900G
Repellent	Repels weak monsters	20G
Warp Wing	Return to town	25G
Moon Herb	Cures Paralysis	30G
Spider Web	Lowers enemies' AGL	35G

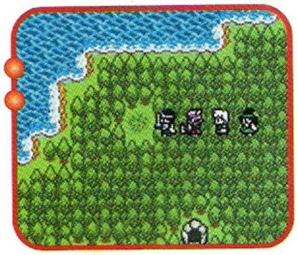
THE CURSE


Travelers,
please help me!

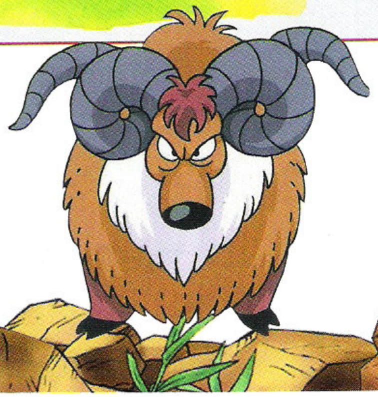
Look for a small house in the southwest corner of the town. Upstairs is the only awake Noaniels resident. Talk to him to learn that the Elf Queen cursed the town after the disappearance of an artifact called the Dream Ruby. If you can find the Dream Ruby, you can get the antidote from the Elf Queen and return things to normal.

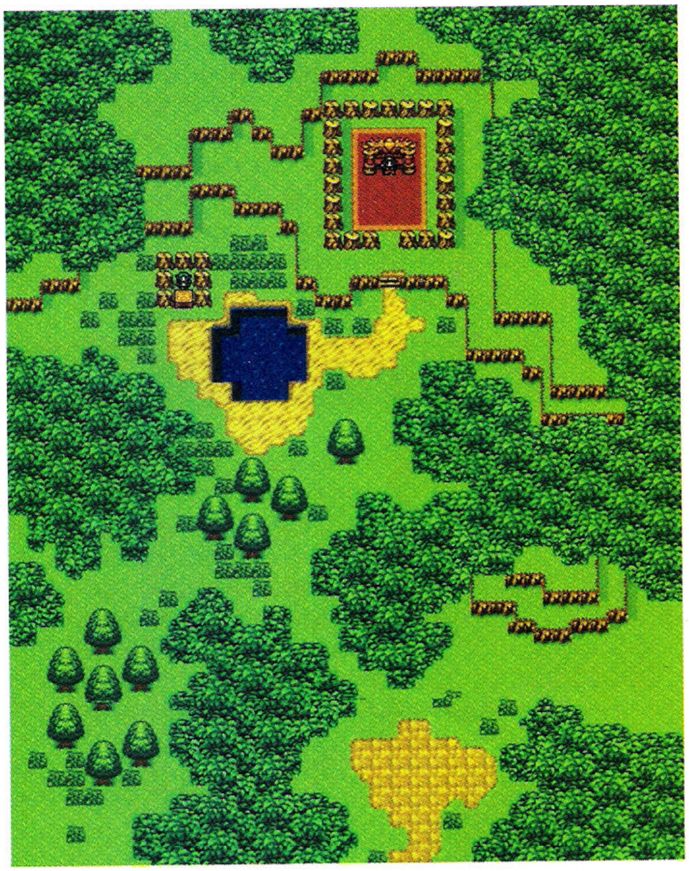
NOTE Until you complete the Dream Ruby quest and get the Wake Dust, you cannot use the village's Inn. You must return to Kazave to rest and heal.

ELVENHAM



Elvenham is a tiny village of elves hidden in the forest northwest of Noaniels. The entrance is a bald patch in the middle of a forested area. Elves are not very friendly toward humans, and after the Dream Ruby incident, they are even less friendly. The woman at the Item Shop will not even sell to humans!



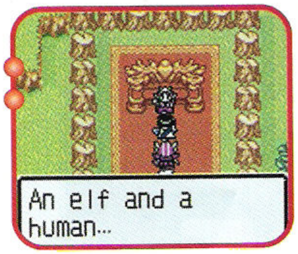


Facilities in Elvenham:

ITEM SHOP

Item	Effect	Cost
Angel Robe	DEF +35	3,000G
Wizard's Ring	Recovers MP	2,500G
Mace	ATK +30	1,700G
Sleep Staff	ATK +30	4,200G
Tiara	LUCK +13	5,000G
Kindly Book	Changes Personality	90G

THE WHOLE STORY


An elf and a human…

To learn the whole story surrounding the theft of the Dream Ruby and the curse of Noaniels, talk to two people: the Elf Queen and the father of the human who ran off with the elf princess. Both tell you of the tragic love between the human and the elf princess, Ann. They eloped one night and took the Dream Ruby with them. You have to recover that Dream Ruby!

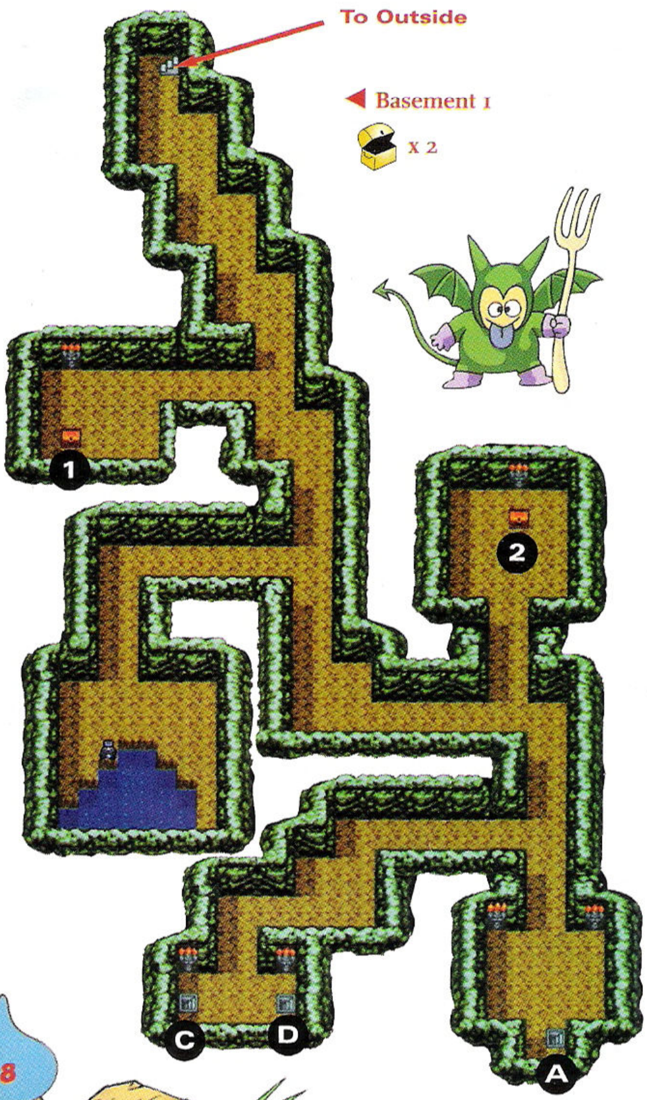
THE ITEM SHOP

✱ This is an item shop.

To purchase items at the Elvenham Item Shop (buy as many Wizard's Rings as possible), you need the Change Staff. This item, found later in the game, changes you into different species. Find a species the woman at the Item Shop will trade with.

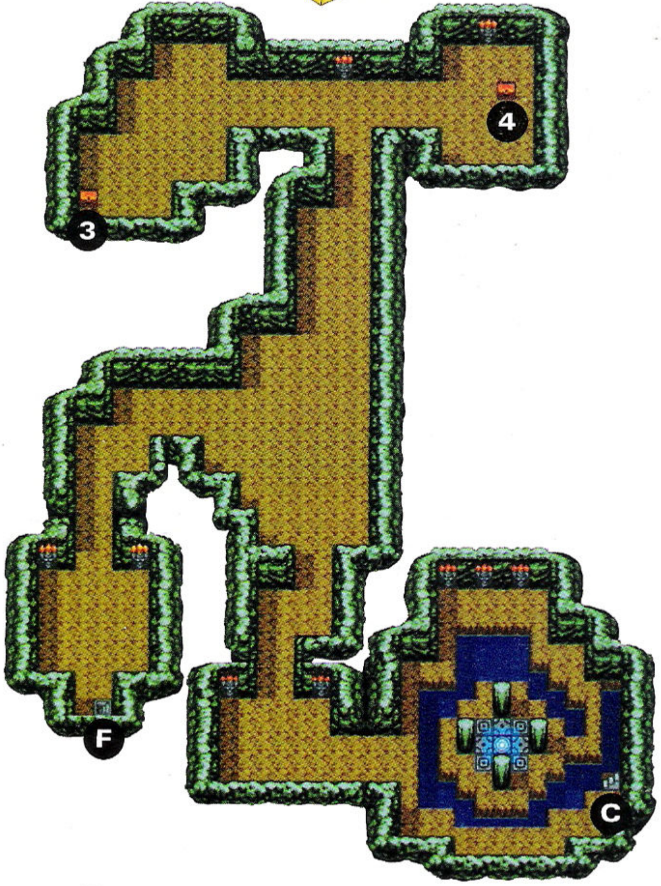
NOANIELS CAVE

Noaniels Cave, near Elvenham, is a vast system of tunnels. It's large and twisted, so use the maps provided to avoid getting lost. A nice feature of Noaniels Cave is the healing shrine in Basement 2-1. Step on the tiles and your party emerges healed. To find the Dream Ruby, head to Basement 4 and open the chest amid the pillars.

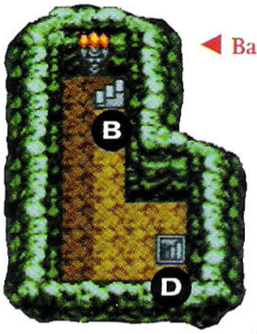


◀ Basement 1 x 2

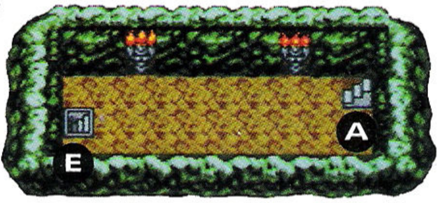
▼ Basement 2-1 x 2



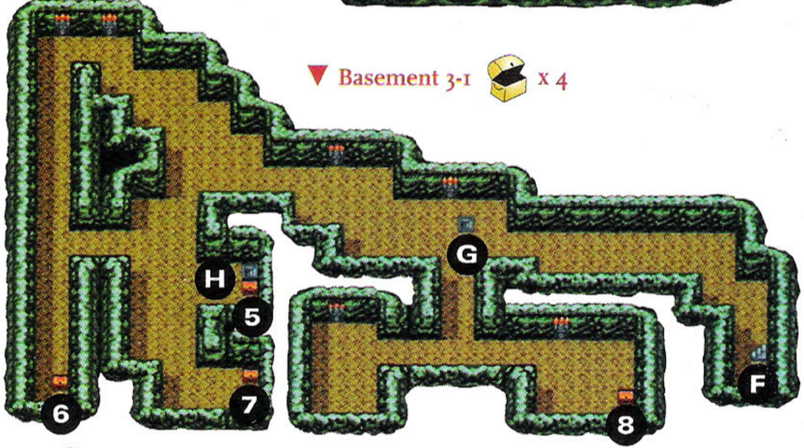
◀ Basement 2-2 x 0

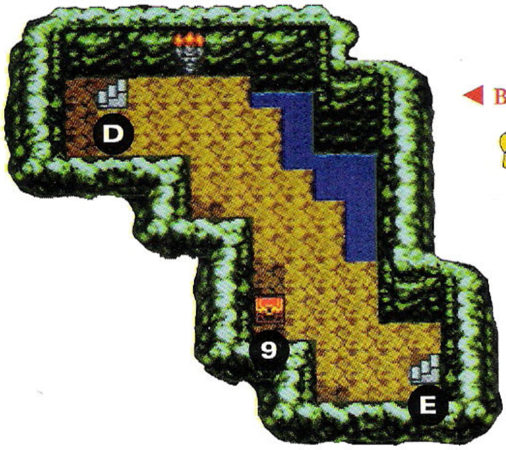


▼ Basement 2-3 x 0



▼ Basement 3-1 x 4



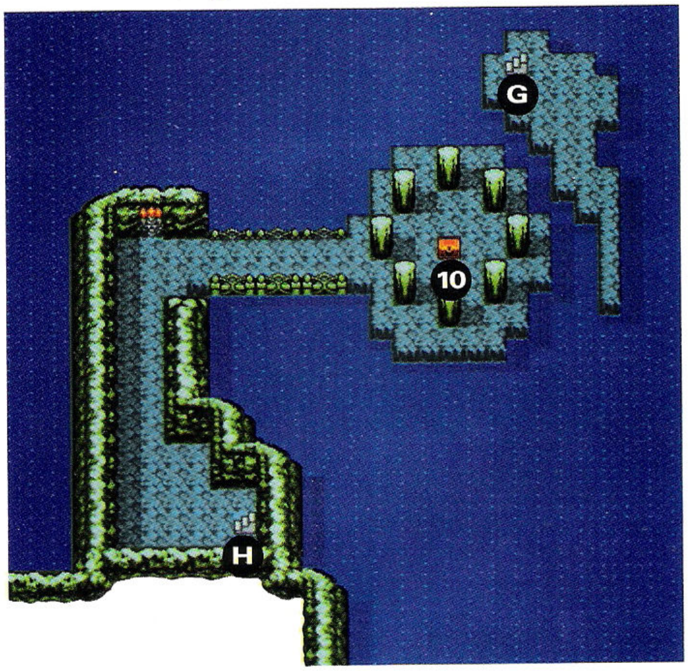


◀ Basement 3-2

x 1

▼ Basement 4

x 1



TREASURE DATA

1. 288G
2. Repellent
3. Spear
4. STRSeed
5. Leather Dress
6. 224G
7. Token
8. Rosary
9. TinyMedal
10. Dream Ruby

MONSTER DATA

CarniMoth
Exp 55
G 15

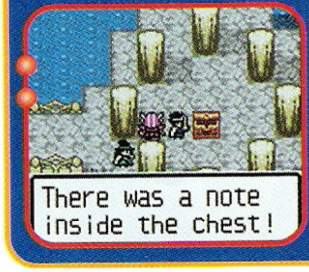
Toadstool
Exp 56
G 20

MadHound
Exp 53
G 14

Vampire
Exp 61
G 25

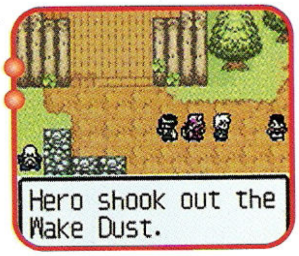
NOTE

After you pull the Dream Ruby from its chest, read the note explaining about the elopement of the boy and the elf princess. When you return the Dream Ruby to the Elf Queen, tell her about the note and its contents. The combination guarantees you the Wake Dust needed to save Noaniels.



There was a note inside the chest!

WAKING THE TOWN

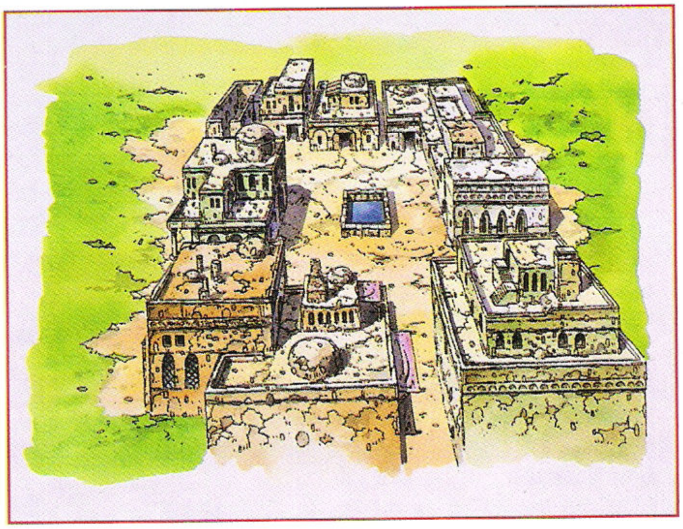


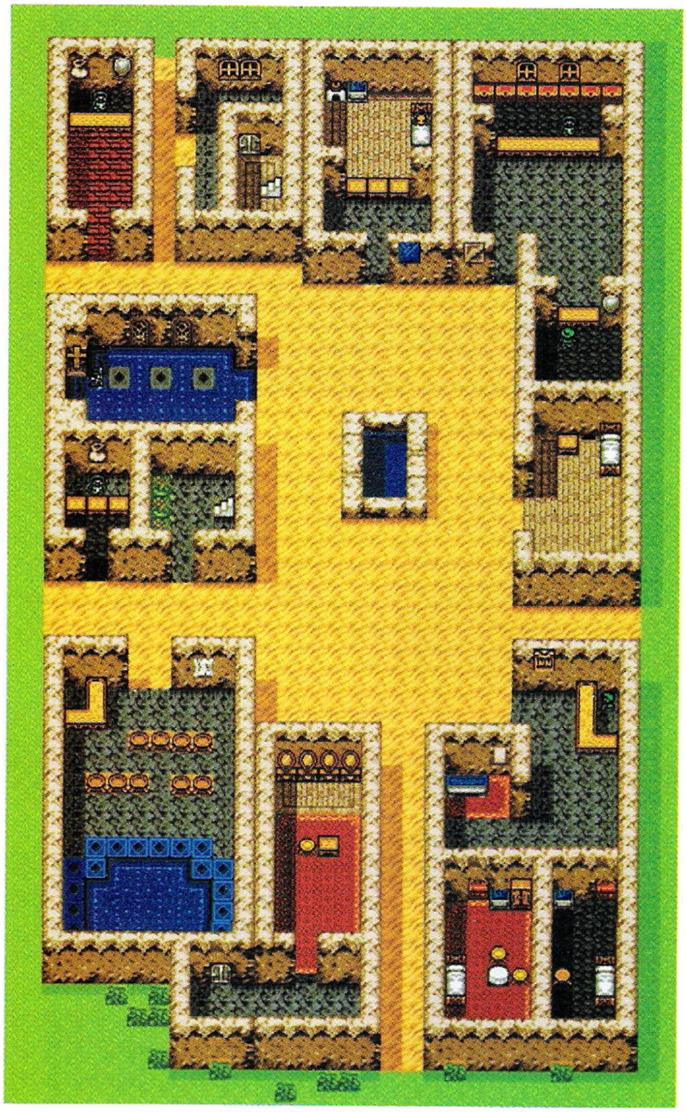
Hero shook out the Wake Dust.

After you return the Dream Ruby to the Elf Queen and smooth things over, take the Wake Dust she gives you to the town. To use the Wake Dust, open your inventory and use the item.

ASHALAM

Ashalam, a large town east of Romaly Castle, is home to the fiercest merchants in the land. Some of them have incredible items that you must have! Unfortunately, they also have high prices. Haggling is the name of the game in this town. Visit Ashalam during both day and night to experience everything. Look for people who can tell you about the Magic Key!





Facilities in Ashalam:

INN ⚔ ✝

Inn: 7G/Person a Night

Item Shop 1

Item	Effect	Cost
Herb	Recovers HP	???*
Antidote	Cures Poison	???
Repellent	Repels weak monsters	???
Warp Wing	Return to town	???
Spider Web	Lowers enemies' AGL	???
Gold Necklace	STR +10	???

*Cost depends on the result of your haggling

Item Shop 2

Item	Effect	Cost
Antidote	Cures Poison	10G
Moon Herb	Cures Paralysis	30G

Weapon and Armor Shop 1

Item	Effect	Cost
Wizard's Wand	ATK +15	???*
Holy Lance	ATK +35	???
Iron Axe	ATK +38	???
Skirt	DEF +25	???
Black Suit	DEF +29	???
Iron Helmet	DEF +16	???

*Cost depends on the result of your haggling

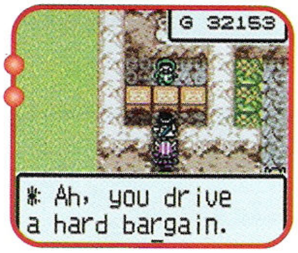
Weapon and Armor Shop 2

Item	Effect	Cost
Knife	ATK +14	200G
Sickle	ATK +16	320G
Spear	ATK +26	650G
Chain Whip	ATK +27	1,000G
Iron Claw	ATK +25	870G
Iron Axe	ATK +38	2,500G

Weapon and Armor Shop 3

Item	Effect	Cost
Chain Mail	DEF +20	480G
Iron Armor	DEF +25	1,100G
Bronze Shield	DEF +7	250G
Scale Shield	DEF +12	600G
Iron Apron	DEF +22	700G
Fur Hood	DEF +10	250G

HAGGLING


G 32153

✱ Ah, you drive a hard bargain.

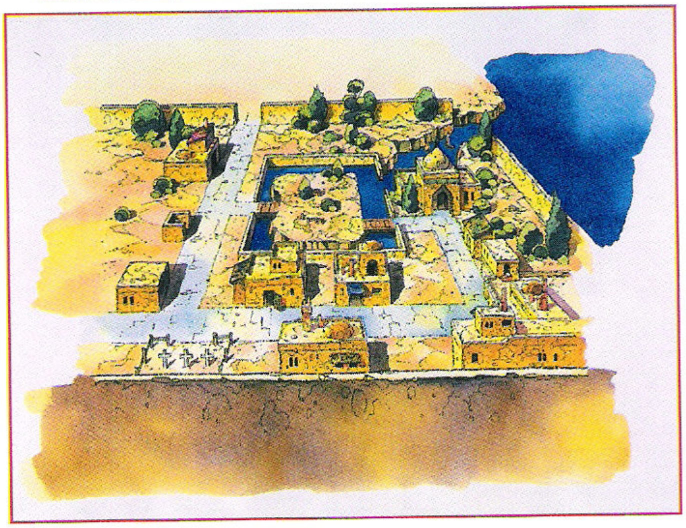
Dealers looking to gouge their customers run two of the five shops in Ashalam. Haggle with them to get a more reasonable price. That price will be high, so be careful what you set your sights on. You may find it in another town for much less!

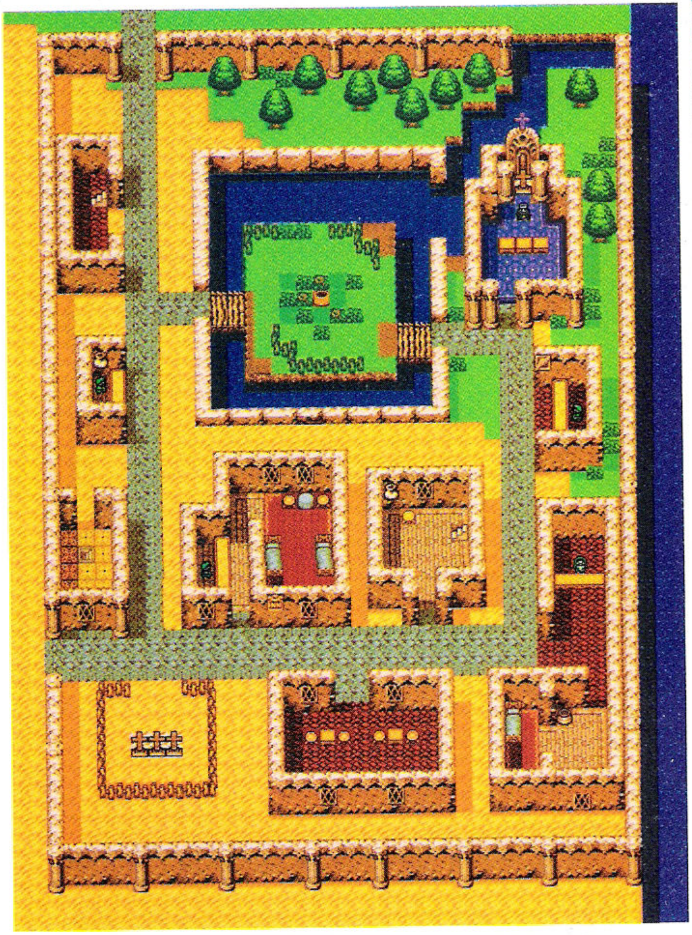
THE BLOCKED PASSAGE

Norud the Hobbit lives in a small cave east of the city. You learn in Ashalam that only Norud can lead people through the tunnel to the other side of the mountains. Unfortunately, Norud is not friendly toward you and refuses to help. Rumor has it, though, that Norud is friendly with the King of Portoga....

ISIS AND ISIS CASTLE

The city of Isis lies on the southwest edge of a desert oasis—head for the palm trees on the desert's southern edge. Isis is a beautiful desert town that is proud of its lovely Queen. Visit her Castle to learn the secrets of the Pyramid.





ISIS CITY

Facilities in Isis:

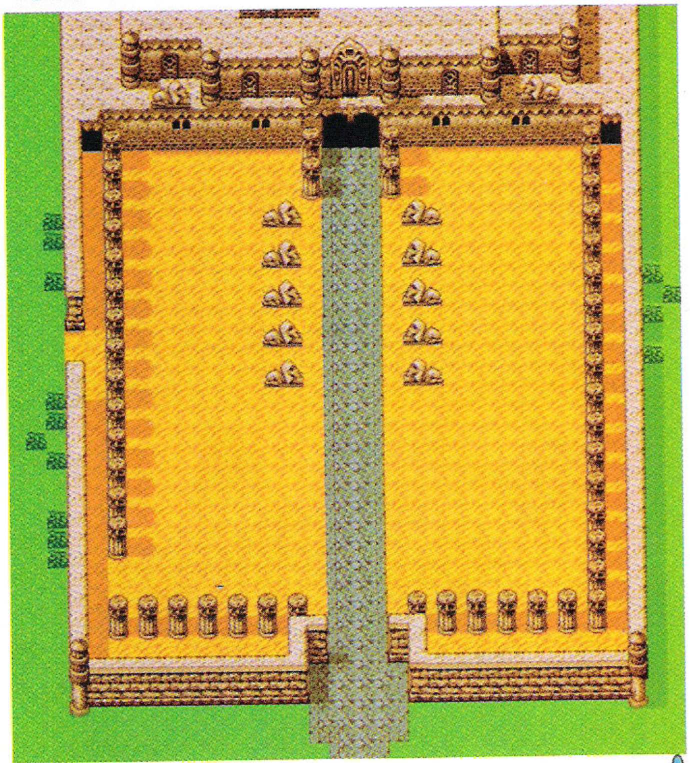
INN

Inn: 10G/Person a Night

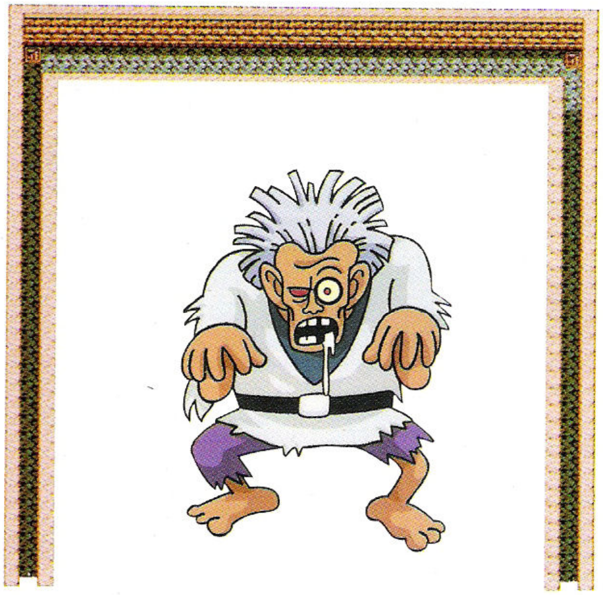
ITEM SHOP		
Item	**Effect**	**Cost**
Turban	DEF +8	160G
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Repellent	Repels weak monsters	20G
Warp Wing	Return to town	25G
Moon Herb	Cures Paralysis	30G

WEAPON AND ARMOR SHOP		
Item	**Effect**	**Cost**
Steel Sword	ATK +33	1,300G
Holy Lance	ATK +35	2,300G
Iron Axe	ATK +38	2,500G
Iron Armor	DEF +25	1,100G
Silk Robe	DEF +20	1,500G
Iron Shield	DEF +20	1,200G
Iron Helmet	DEF +16	1,000G

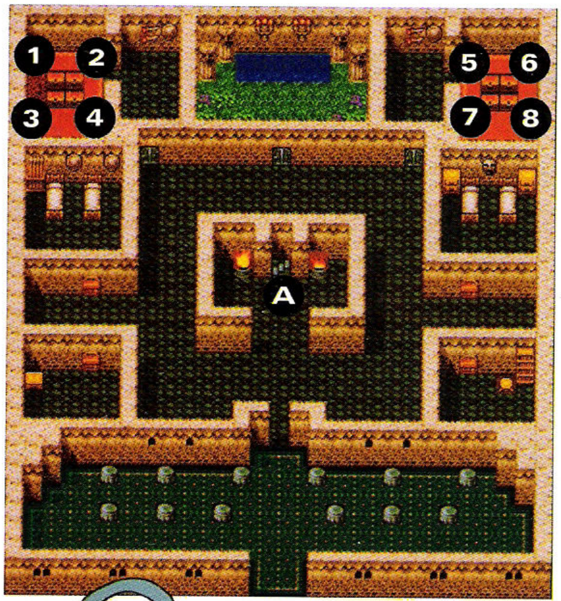
ISIS CASTLE



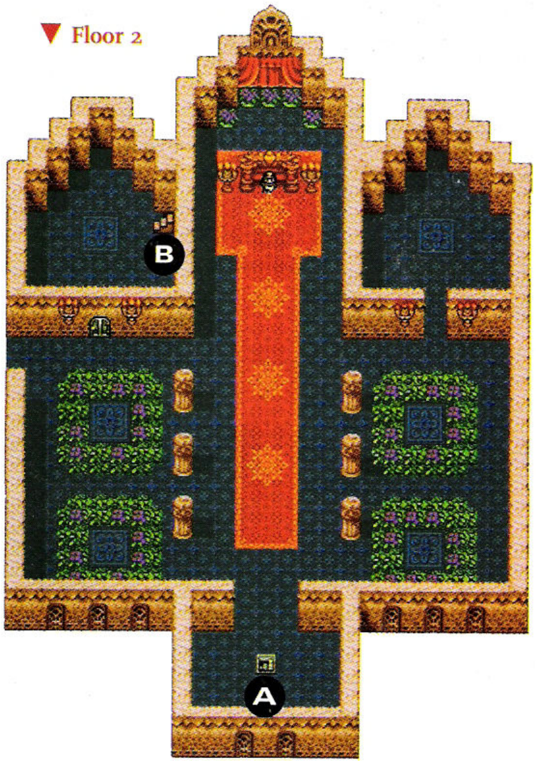
▲ Outside



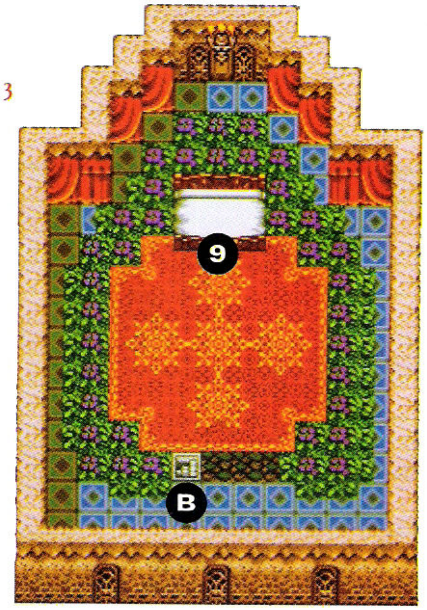
▲ ▼ Floor 1

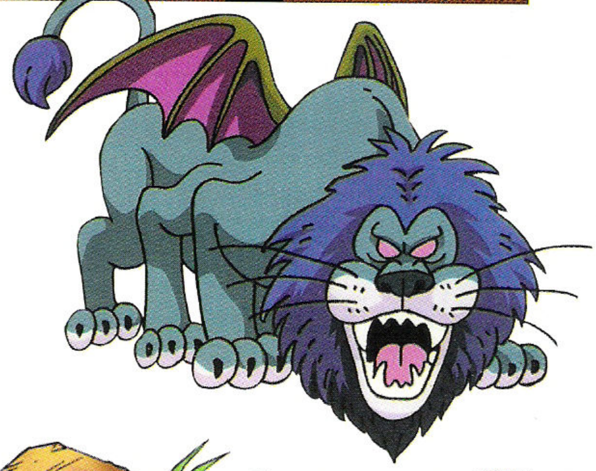


▼ Floor 2



▶ Floor 3

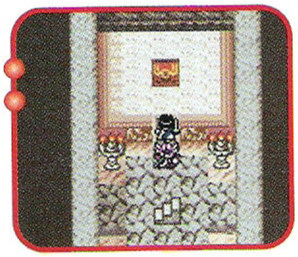




Treasure Data

1.	Silk Robe
2.	72G
3.	Ruby Bracelet
4.	INTSeed
5.	Tiara
6.	LifeAcorn
7.	TinyMedal
8.	80G
9.	Wizard's Ring

Seek the Starry Bracelet



As you enter the palace grounds, head left to find an alternate way to enter the Castle. Explore the hallway around the Castle's Floor 1 to find treasure. Deep below the palace grounds you'll find a chest containing the Starry Bracelet, which doubles the wearer's AGL. Be honest with the spirit that once owned it!

The Nursery Rhyme

✱ Round buttons
are magic buttons.

The key to the Pyramid is hidden in the words of a child's Nursery Rhyme. Talk to the children in the Castle Nursery to the right of the Queen's throne and memorize this song.

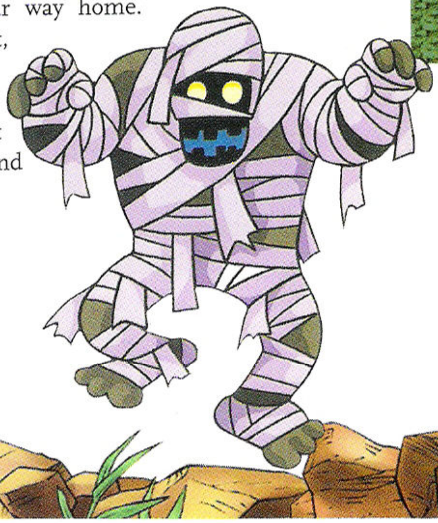
The Queen's Gift

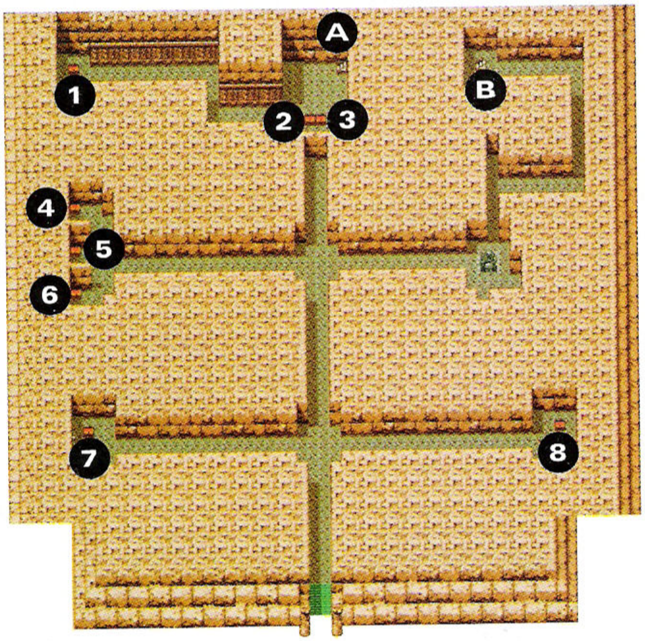
If you visit the Queen in her chambers at night with the Magic Key, she gives you a helpful present. Follow her instructions and search the tiles around her bed to find a Wizard's Ring!

Check the floor
around my bed.

PYRAMID

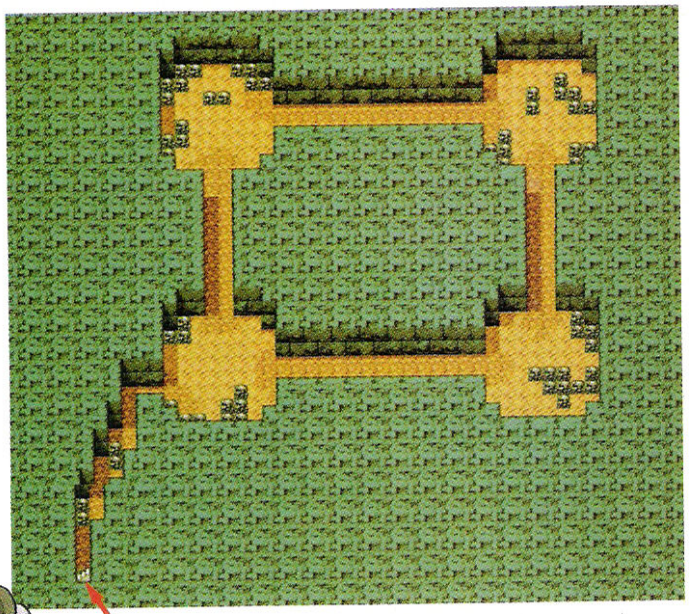
North of Isis is the Pyramid, burial place of the Pharaohs and a favorite target of thieves. If you listened carefully to the people of Isis, you know to look out for traps or other nasty surprises. The Magic Key is in a sealed room on Floor 3. You must solve a puzzle to open the door. With the Magic Key, loot the treasure chambers on Floors 4 and 5 before jumping off the top of the Pyramid to make your way home. Beware of the basement, though. It is an evil place where magic usage is not permitted. If you explore that area, bring strong weapons and plenty of Herbs!



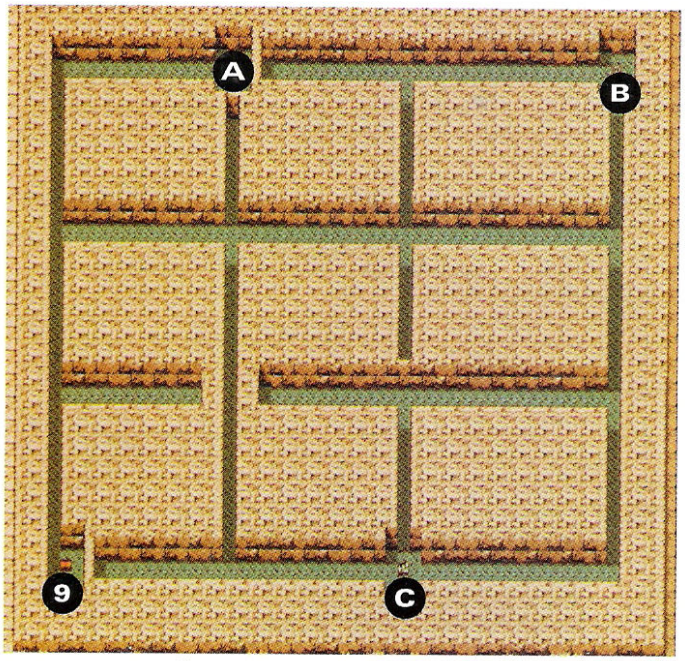


▲ Floor 1 x 8

▼ Basement 1 x 0

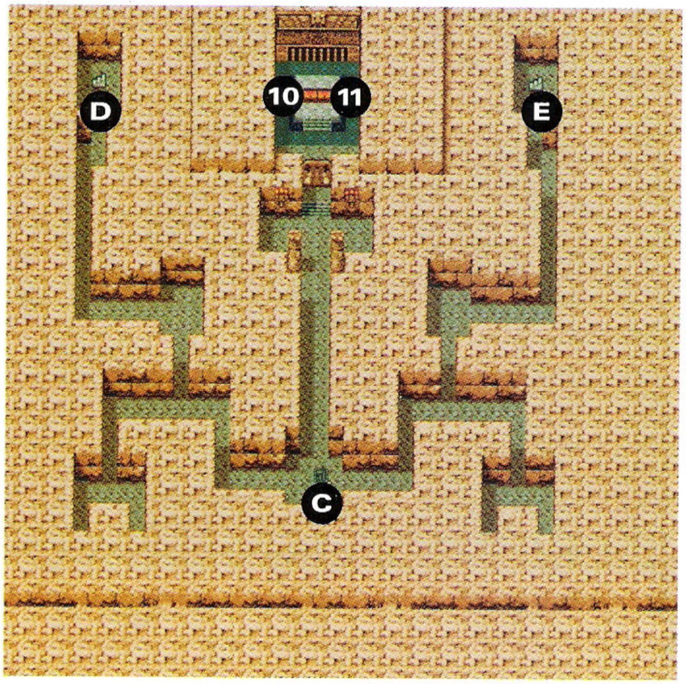


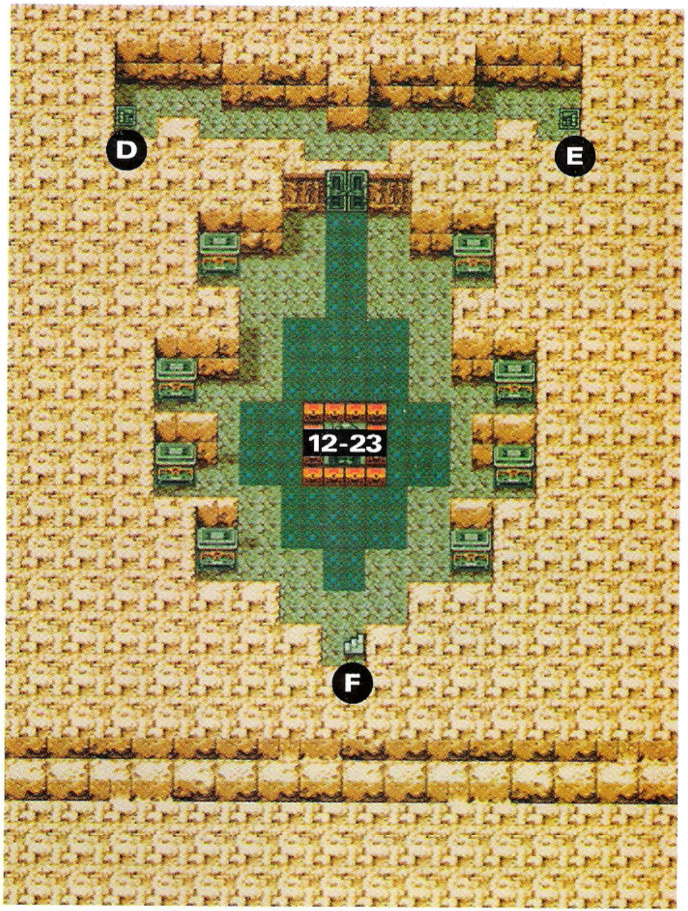
To the front of the Pyramid



▲ Floor 2 x 0

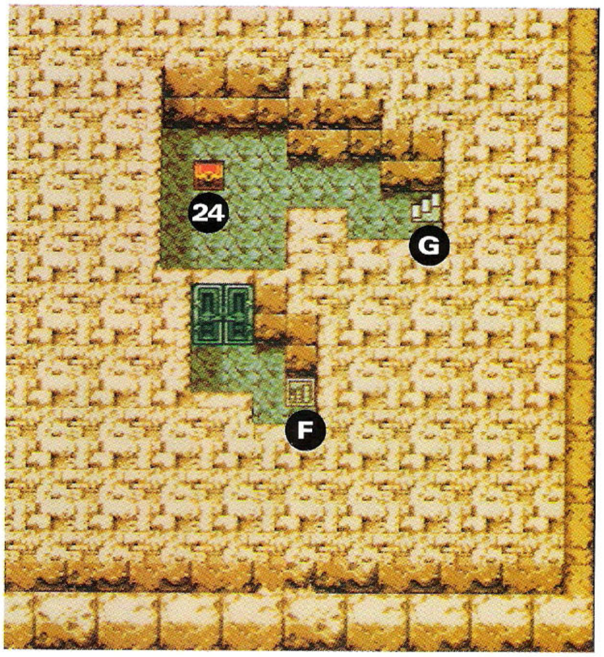
▼ Floor 3 x 3

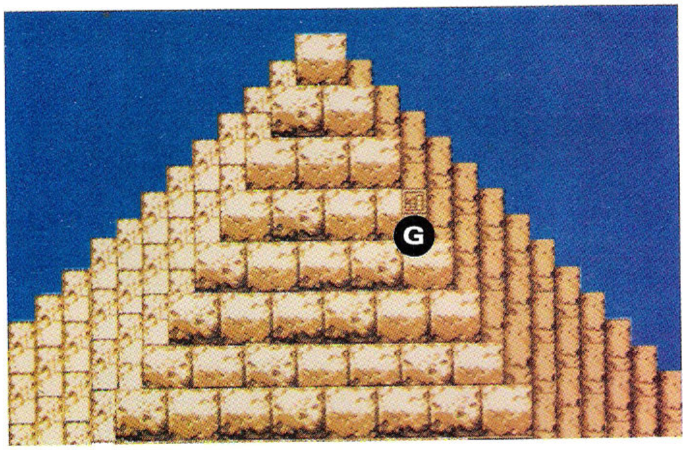




▲ Floor 4 x 12

▼ Floor 5 x 1



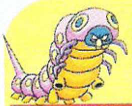
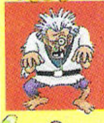
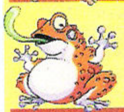
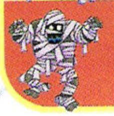
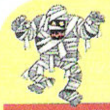
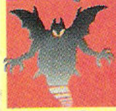
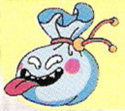


▲ Outside x 0

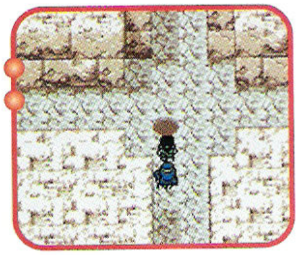
TREASURE DATA

1. TinyMedal
2. Cannibox
3. Empty
4. Empty
5. Empty
6. Empty
7. Empty
8. Empty
9. INTSeed
10. VITSeed
11. Magic Key
12. 176G
13. Warp Wing
14. STRSeed
15. 80G
16. AGLSeed
17. 112G
18. Skirt
19. 304G
20. Ruby Bracelet
21. 56G
22. TinyMedal
23. Stone Wig
24. Flashy Coat

MONSTER DATA

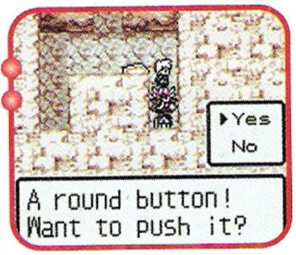
	**Flamepede**	Exp 72	G 35
	**Hork**	Exp 120	G 15
	**KingToad**	Exp 70	G 23
	**Mummy**	Exp 82	G 36
	**MummyMan**	Exp 73	G 25
	**Shadower**	Exp —	G —
	**TrickBag**	Exp 5	G 350

BEWARE OF TRAPS!



Floor 1 of the Pyramid is dangerous for first-time travelers. The tiles at the center of paths that intersect with the main hallway give way whenever someone steps on them. Should you fall prey to the trap, you end up in the Pyramid's Basement. Fight your way to the exit and start over.

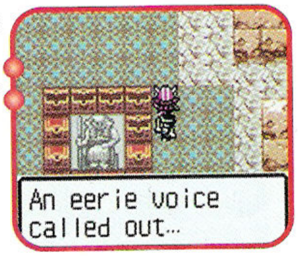
THE BUTTON SEQUENCE



A round button!
Want to push it?

When you get to Floor 3, check for a series of buttons on the southern walls of the rooms to the east and west of the staircase. To open the chamber containing the Magic Key, press the buttons on the wall in the order given in the Nursery Rhyme. The correct order is: East Room, West Button; West Room, East Button; West Room, West Button; East Room, East Button.

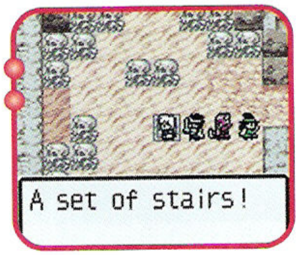
WELL-GUARDED CHESTS



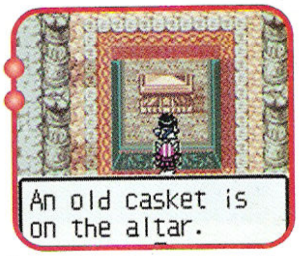
An eerie voice
called out...

The chests on Floor 4 are guarded by four MummyMen per chest. Defeat the guards to get the treasures.

THE SECRET CHAMBER



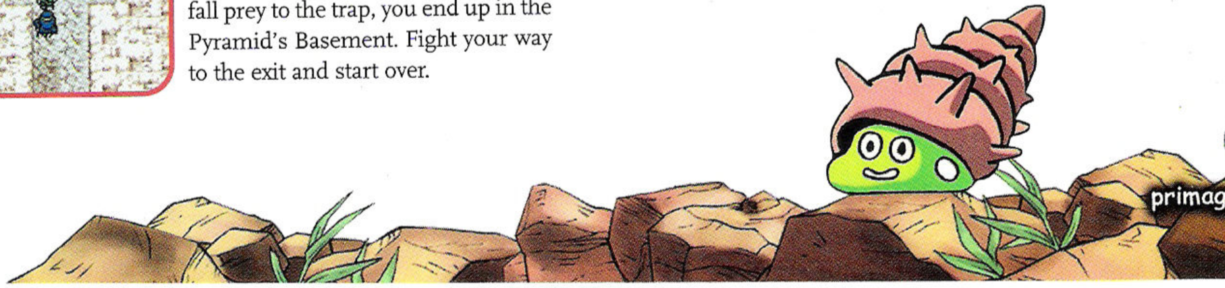
A set of stairs!



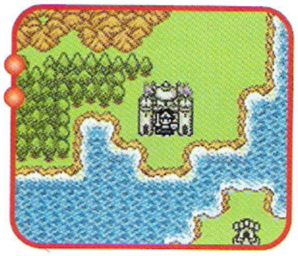
An old casket is
on the altar.

Examine the floor of the Pyramid's basement to uncover stairs leading to another chamber. In the sarcophagus there is a magical weapon called the Golden Claw. Unfortunately, after you steal this item, a curse is activated and you can't leave the tomb without battling monsters at every step. And, because you are in the basement of the Pyramid, you can't use any magic (including healing). The only way to lift the curse is to throw away the Golden Claw while in the Pyramid. If you sell the Claw and return to the Pyramid later, you still will be cursed and monsters will plague you with every step you take.

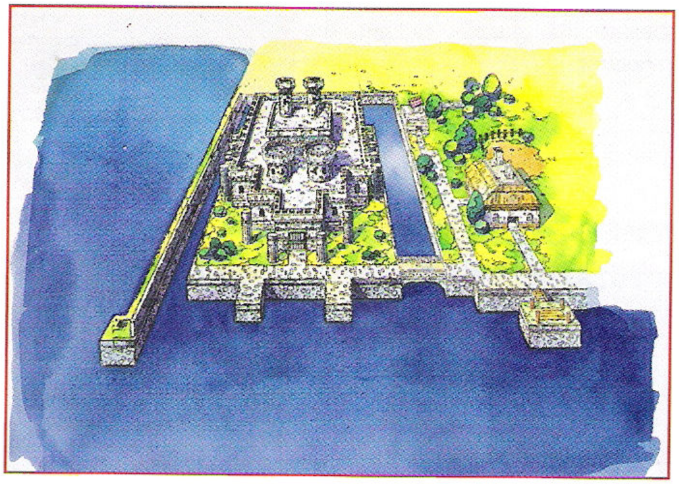
Wait to take the claw until later in the game when your characters are better equipped and more experienced. Then the battles won't be as overwhelming and your characters will be more likely to outlast your supply of Herbs. The Golden Claw's value depends upon your team strategy. After you've taken it out of the Pyramid, the curse disappears and it becomes one of the best weapons for a Fighter. If you don't think you'll ever have a Fighter in your party, sell it for 6,000G—a paltry sum for the trouble.

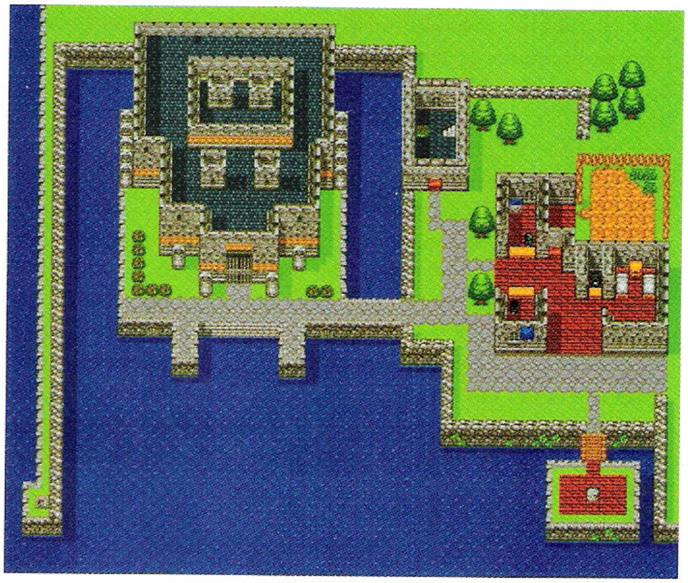


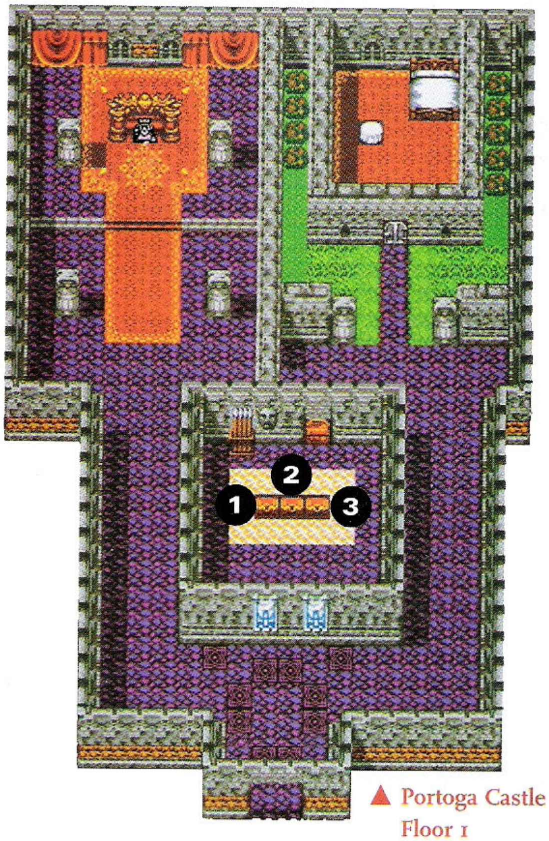
PORTOGA AND PORTOGA CASTLE



Portoga Castle is west of Romaly, on the opposite side of a magically locked bridge. To access Portoga you must have the Magic Key! After you enter the city, you find a disheartened group of people. In this town, lovers have been cursed, and everyone is desperate for Pepper, especially the King. In fact, he's willing to trade a ship for a bag of the stuff! Help him out.







▲ Portoga Castle Floor 1

Facilities in Portoga:

INN

Inn: 10G/Person a Night

ITEM SHOP

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Repellent	Repels weak monsters	20G
Warp Wing	Return to town	25G
Moon Herb	Cures Paralysis	30G

WEAPON AND ARMOR SHOP

Item	Effect	Cost
Steel Sword	ATK +33	1,300G
Iron Axe	ATK +38	2,500G
Steel Whip	ATK +40	3,100G
Iron Armor	DEF +25	1,100G
Iron Shield	DEF +20	1,200G
Black Suit	DEF +29	2,400G

TREASURE DATA

1. Tattoo
2. VITSeed
3. Mist Staff

THE CURSED LOVERS

It's the Seduce✗.
It has been in my

Many citizens of Portoga are up in arms over the lovers that Baramos cursed, and you hear this story over and over. If you visit the city after defeating Baramos, the lovers have been reunited and they owe it all to you. For your derring-do, they give you the rare Seduce Sword.

THE KING'S PEPPER

I'm waiting for my
Pepper.

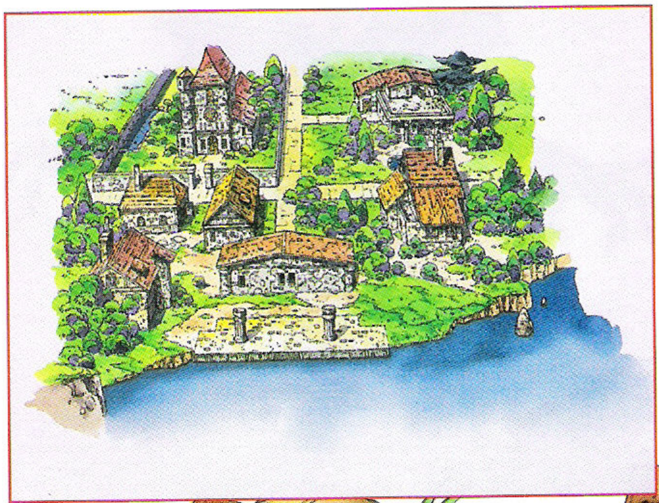
The King is in dire need of some Pepper. Pepper is found only in Baharata, far to the east, and no one will go there because the land has been filled with monsters since Baramos' appearance. The King is so desperate that he is willing to trade a ship for a bag of Pepper. Agree to undertake the task to get a letter of introduction for Norud the Hobbit. Bring the letter to Norud and he will guide you through the mountains between Ashalam and Baharata.

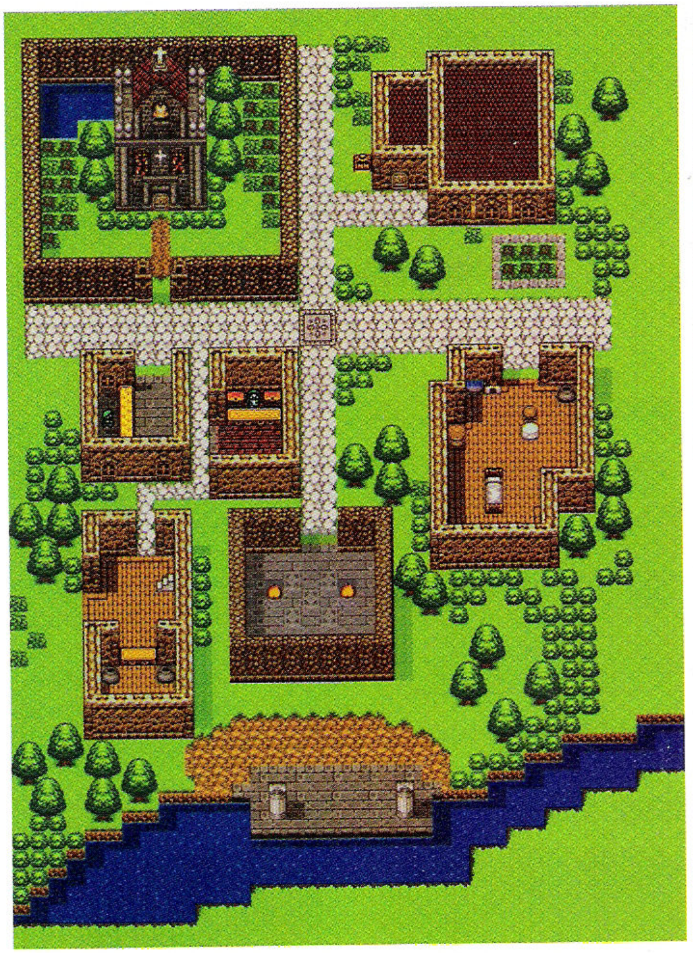
NOTE

While the King sulks about his lack of Pepper, his Duke has taken over his duties. Talk to him to save your game.

BAHARATA

Baharata is a small village far to the east beyond the mountains. To get here you need the help of an experienced guide, such as Norud the Hobbit, a friend of the King of Portoga. After you arrive, you'll find the Pepper Shop closed because the owner's daughter, Tania, has been kidnapped. To get the Pepper, rescue Tania from the clutches of Kandar!





Facilities in Baharata:

INN

Inn: 12G/Person a Night

ITEM SHOP

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Repellent	Repels weak monsters	20G
Warp Wing	Return to town	25G
Moon Herb	Cures Paralysis	30G
Spider Web	Lowers enemies' AGL	35G

WEAPON AND ARMOR SHOP

Item	Effect	Cost
Mace	ATK +30	1,700G
Shears	ATK +47	4,700G
Force Staff	ATK +65	2,500G
Steel Armor	DEF +32	2,400G
Magic Shield	DEF +25	2,000G
Black Hood	DEF +18	1,200G

THE KIDNAPPING!

Just wait. I'll rescue Tania!

As soon as you learn about the kidnapping, head south of town to offer what aid you can. Tania's father is glad to have such hardy adventurers to rescue his daughter. Unfortunately, Tania's fiancé Gupta is also anxious to be a part of the rescue, and he rushes ahead of you. Your job now is to rescue both Tania and the foolhardy Gupta from Kandar's clutches!

THE REWARD!

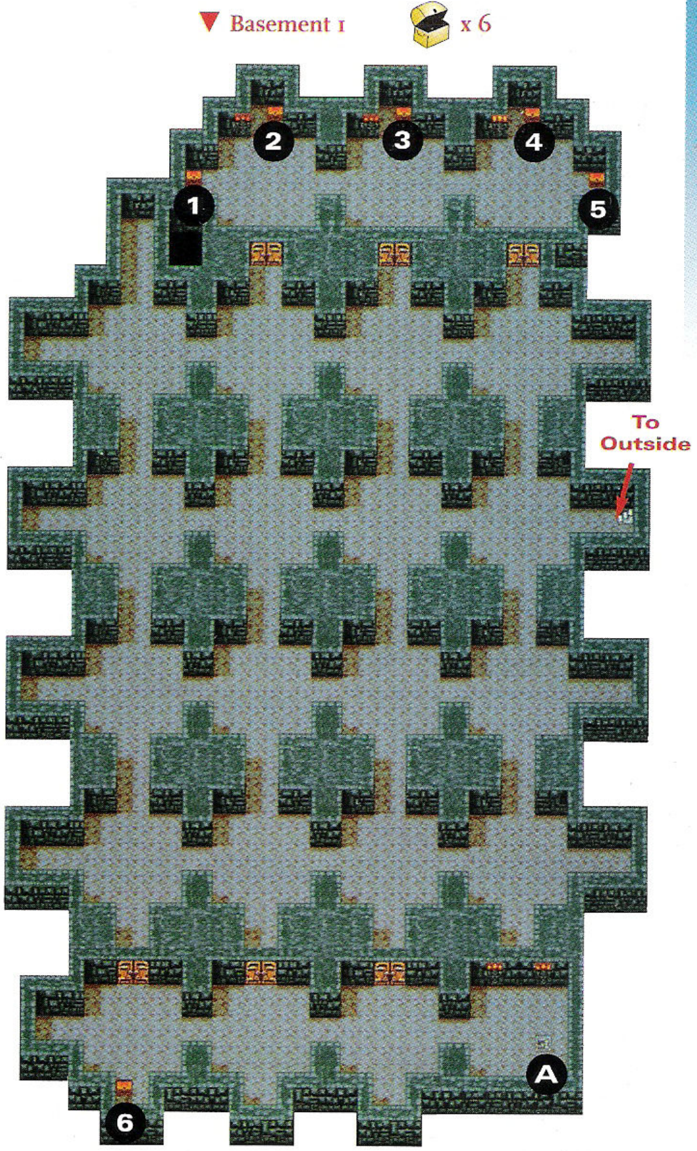
Thank you so much for saving us!

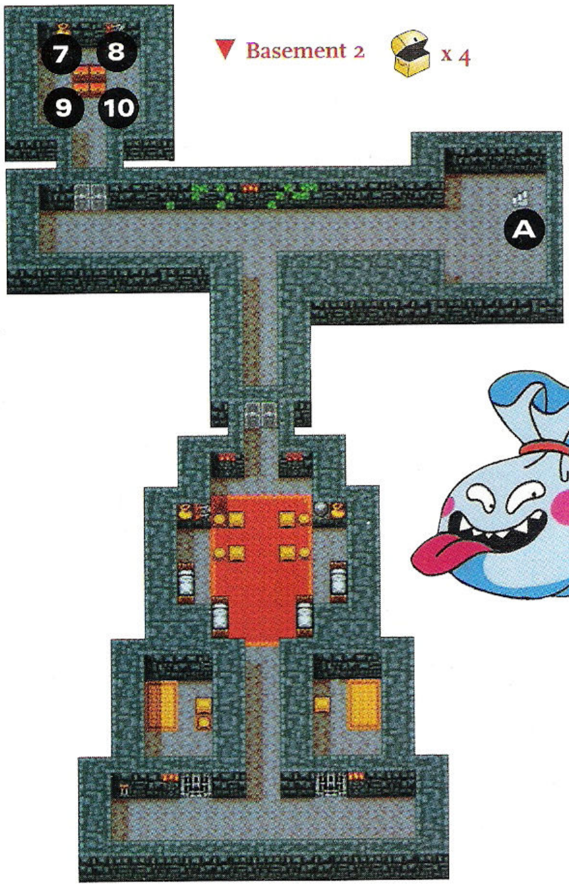
As promised, you may take my ship!

When you return to Baharata after defeating Kandar, stop by the Pepper Shop to get a free bag of Pepper. Return to Portoga and claim your prize! With the ship, you can travel anywhere.

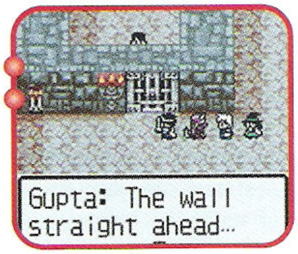
BAHARATA CAVE

To get to Baharata Cave from Baharata Region, go east over the bridge, then north until you reach another bridge. The cave lies to the west, you can see it from the bridge. Inside is a confusing crypt. To get to Kandar's latest hideout, find your way through the maze of rooms to the stairs in the southeast corner. Once downstairs, you find Kandar's hideout guarded by four Goons. Defeat them and rescue Gupta and Tania—before Kandar returns!





FREEING THE PRISONERS



Gupta: The wall straight ahead...

To free Gupta and Tania, look on the wall for a switch. Free Gupta and he'll take care of his beloved.

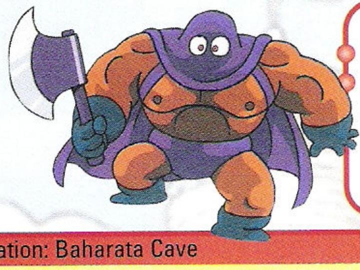
Boss: Kandar and His Goons, Take Two!

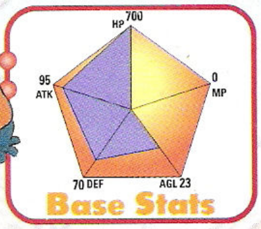
In this Boss battle you get to take on Kandar's Goons by themselves. Kandar arrives after you've freed Gupta and Tania. So heal your party after you take out the Goons!

Defeating the Goons is easy. This time around, the Goons know some spells (HealMore and Defense), so cast StopSpell on them early. You can counter Defense with Increase, but the healing is frustrating!

Kandar attacks much the same as before, except now he has a 25 percent chance of throwing a Brutal Hit. Spell casters should cast Increase to augment their party's defensive capacity, and also use healing spells. Fighter-type characters should hit Kandar as hard as they can.

Kandar/Medal #144/155

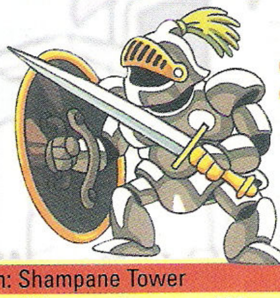


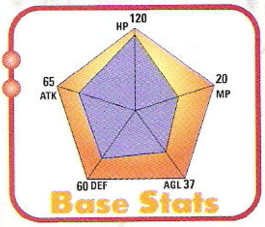


Location: Baharata Cave

Gold: 0G Exp: 4.800 Items: None

Kandar's Goons/Medal #145





Location: Shampane Tower

Gold: 0G Exp: 100 Items: None

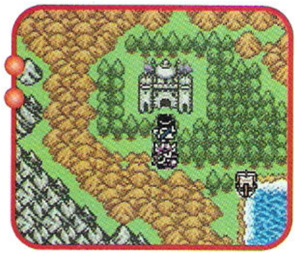
TREASURE DATA

1. Cannibox
2. 132G
3. TinyMedal
4. Cannibox
5. 352G
6. VITSeed
7. STRSeed
8. Life Acorn
9. INTSeed
10. AGLSeed

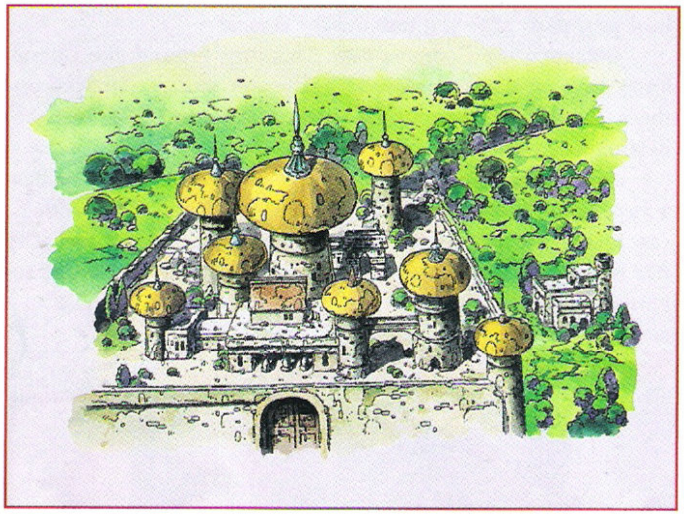
MONSTER DATA

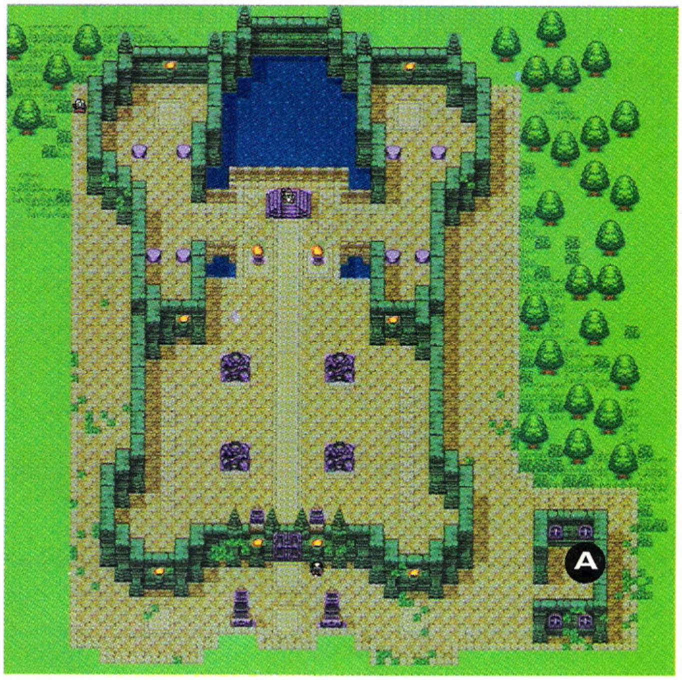
	CatFly Exp 65 G 20		**Mystifier** Exp 128 G 55
	Catula Exp 135 G 35		**Shadower** Exp — G —
	Executer Exp 150 G 35		**TrickBag** Exp 5 G 350
	HunterFly Exp 98 G 25		

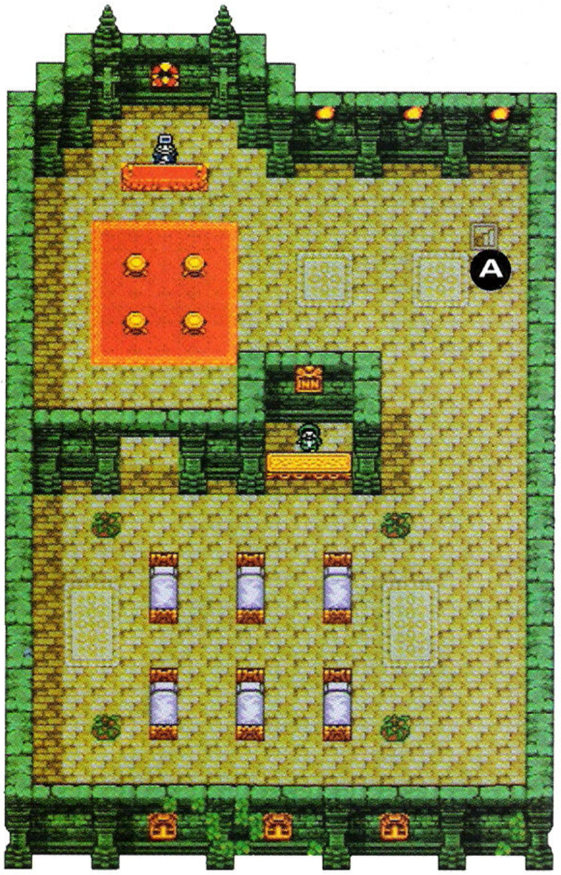
DHARMA TEMPLE



Dharma Temple lies in the mountains north of Baharata and Baharata Cave. Here you can change a party member's Job Class or name, rest, and save your game. Because of its cheap lodging and access to challenging monsters, Dharma Temple is a great place to level up re-classed characters. If you don't find enough challenges, hike north to Garuna Tower, or trek southeast through the mountains to the remote town of Muor.







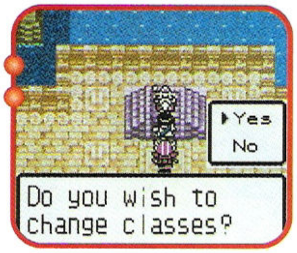
▲ Floor 2

Facilities in the Dharma Temple:

INN ✝

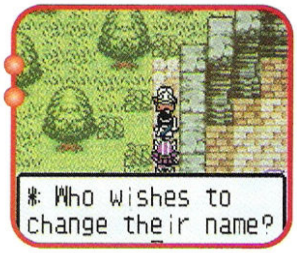
Inn: 2G/Person a Night

MAKING CHANGES



▸Yes
No

Do you wish to
change classes?

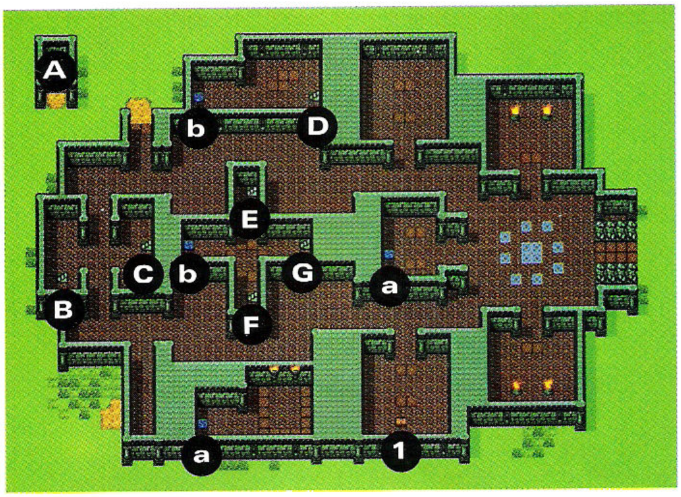


*: Who wishes to
change their name?

Go to Dharma Temple when you want to change something about your current characters. To change a character's Job Class, talk to the sage in the back of the temple (see "Preparing for Adventure" for more information). To change a character's name, talk to the name changer outside to the left of the shrine.

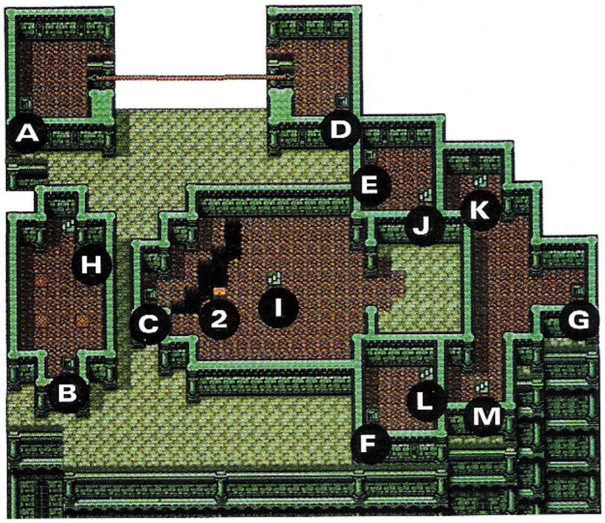
GARUNA TOWER

Garuna Tower lies in the mountainous region north of Dharma Temple. Within it, people meditate while dangerous monsters roam around them. To get to the Zen Scroll on Floor 2, you must solve the secret of the tower's internal Traveler's Gates and find the entrance to the Zen Scroll's chamber. It's a dangerous quest, but being able to change a character into a Sage is worth it!

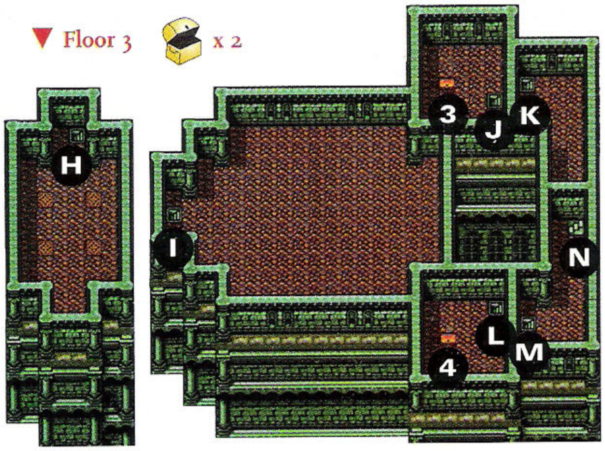


▲ Floor 1 x 1

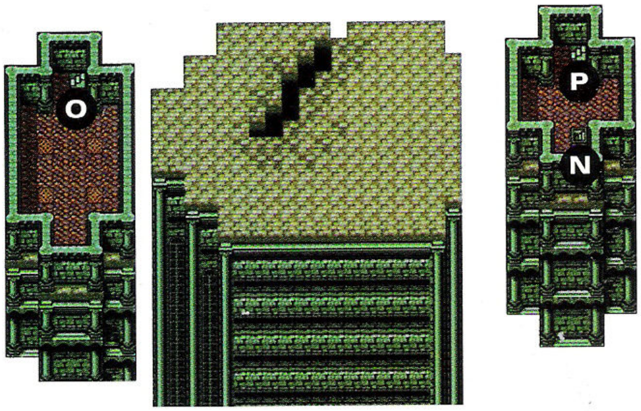
▼ Floor 2 x 1



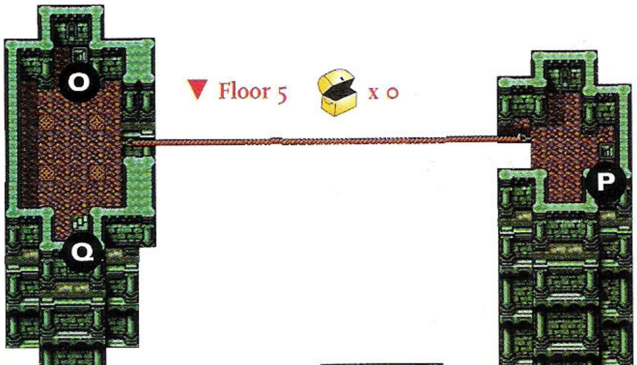
▼ Floor 3 x 2



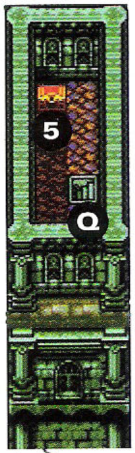
▼ Floor 4 x 0



▼ Floor 5 x 0



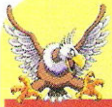
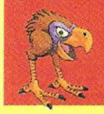
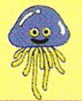
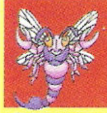
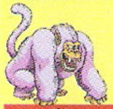
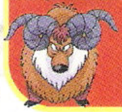
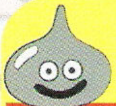
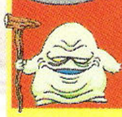
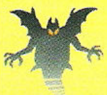
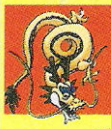
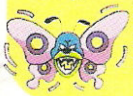
▶ Floor 6 x 1



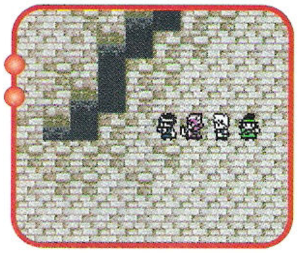
TREASURE DATA

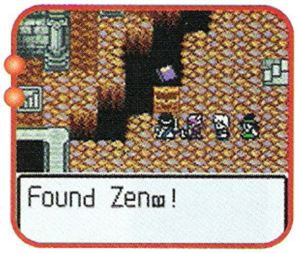
1. INTSeed
2. Zen Scroll
3. 448G
4. TinyMedal
5. Tiara

MONSTER DATA

	**Garuda**	Exp 220	G 71
	**GreatBeak**	Exp 175	G 44
	**Healer**	Exp 24	G 8
	**HunterFly**	Exp 98	G 25
	**KillerApe**	Exp 170	G 45
	**MadOx**	Exp 163	G 45
	**Metaly**	Exp 4,140	G 5
	**Mystifier**	Exp 128	G 55
	**Shadower**	Exp —	G —
	**SkyDragon**	Exp 800	G 180
	**StingMoth**	Exp 165	G 35

CROSSING THE FISSURE



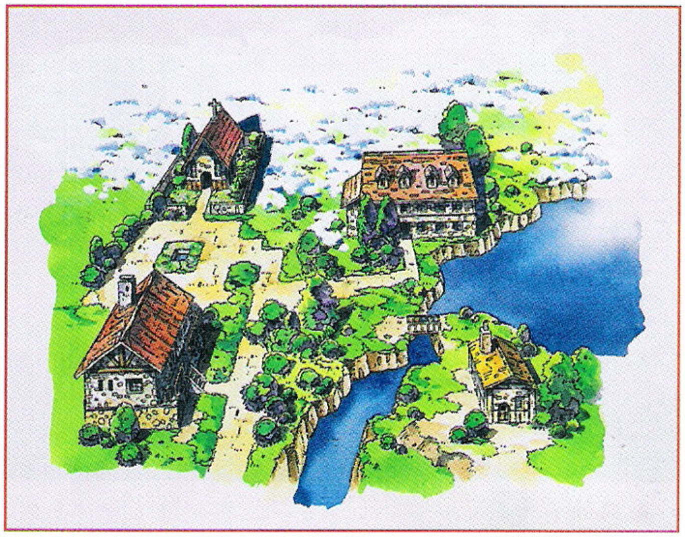


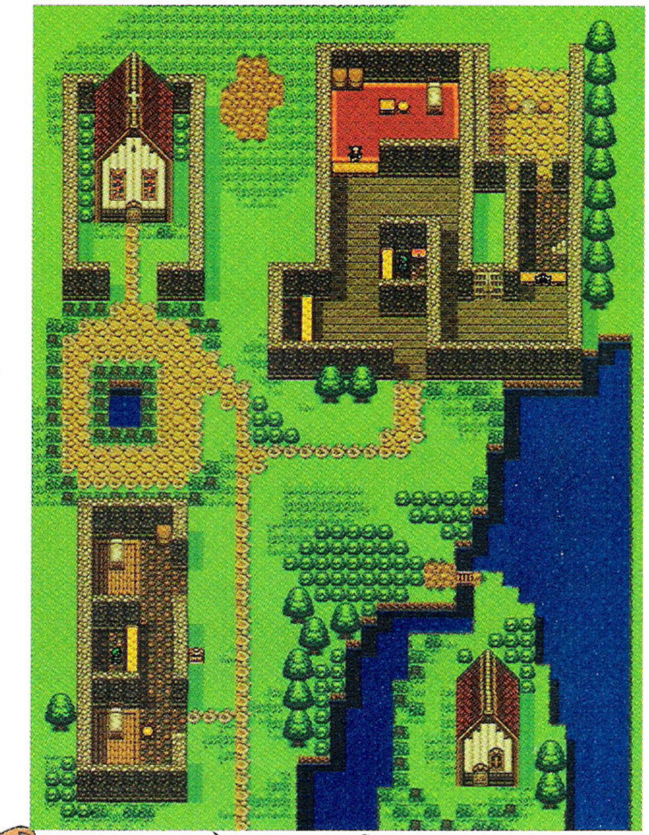
Found Zen⊡!

A large floor fissure blocks your way into the part of Floor 2's room containing the Zen Scroll. To get to the chest with the Zen Scroll, you must get to the wire on Floor 5 and drop from the midpoint of the wire to the ceiling below. Jump down to Floor 3 through the hole in the ceiling and you are a staircase away from obtaining the Zen Scroll.

MUOR

Muor is an out-of-the-way town northwest of Zipangu. To get there, trek across the mountains from Dharma Temple or simply sail up the coast. In Muor, you find more news about your father's adventure. In Muor, Ortega was known as Pokapa, and your resemblance to him causes a great deal of confusion. However, your father left behind a powerful Helm, which you should obtain. Find the youth Popota in the room above the shop and get his permission to take Ortega's Helm with you.





Facilities in Muor:

Inn: 12G/Person a Night

ITEM SHOP

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Repellent	Repels weak monsters	20G
Warp Wing	Return to town	25G
Moon Herb	Cures Paralysis	30G
Bug Powder	Confuses enemies	310G

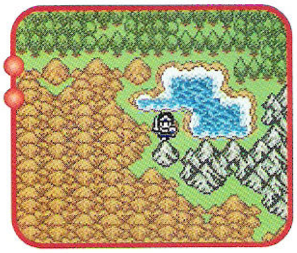
WEAPON AND ARMOR SHOP

Item	Effect	Cost
Fan	ATK +31	1,300G
Judge Staff	ATK +37	2,700G
Shears	ATK +47	4,700G
Evade Suit	DEF +23	2,900G
Black Suit	DEF +29	2,400G
Magic Shield	DEF +25	2,000G

THE MAGIC SPRING

Let me tell you
something useful.

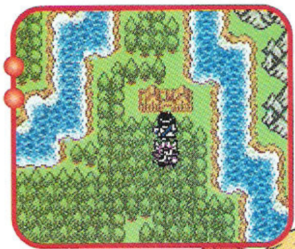
In Muor, you learn about a magic spring across the sea to the northeast. If you have time, sail over there. The spring is inhabited by a spirit named Aurhea, and if you drop an item into the well you may end up with something better. It is extremely important to be honest with Aurhea!



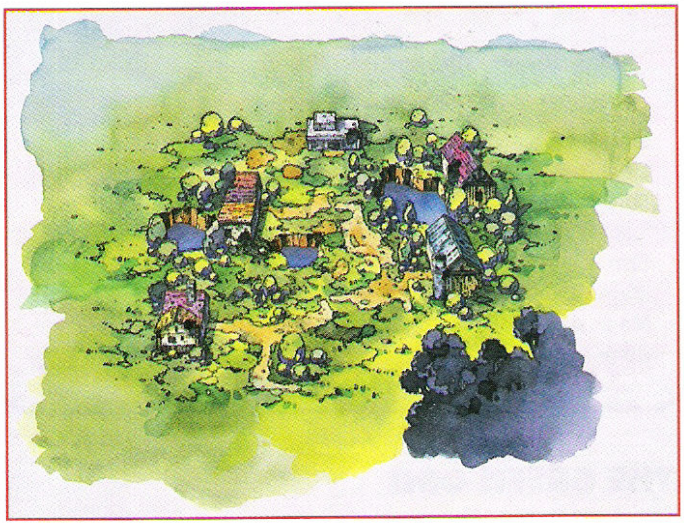
✱: I am Aurhea, the
spring's spirit.

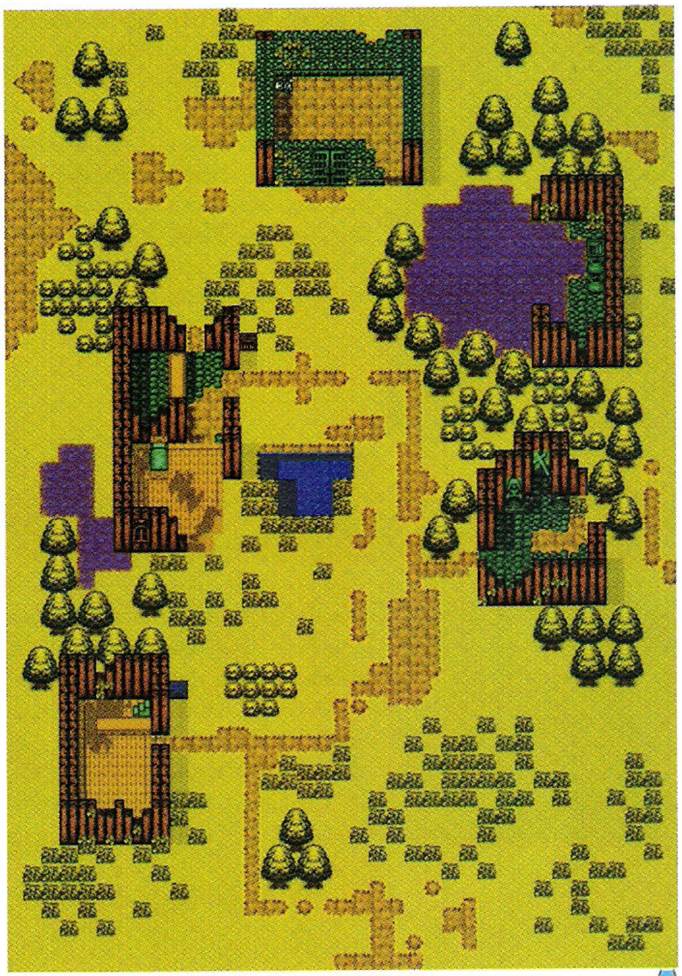
▲ The spring is northeast of Arp Tower.

TEDANKI



Tedanki is the first stop on your quest to gather the 6 Orbs. This small village is off the beaten path to the south of Portoga. Hug the coastline as you sail south and look for the third river opening, which leads you close to where the village lies. This town is largely under the shadow of Baramos' evil, due to its vicinity to the demon's castle. During the daylight hours, the village is deserted and in ruins. At night, however, the village comes to life. Check everywhere (including the swamp patches) to find information about the Final Key and the Green Orb.



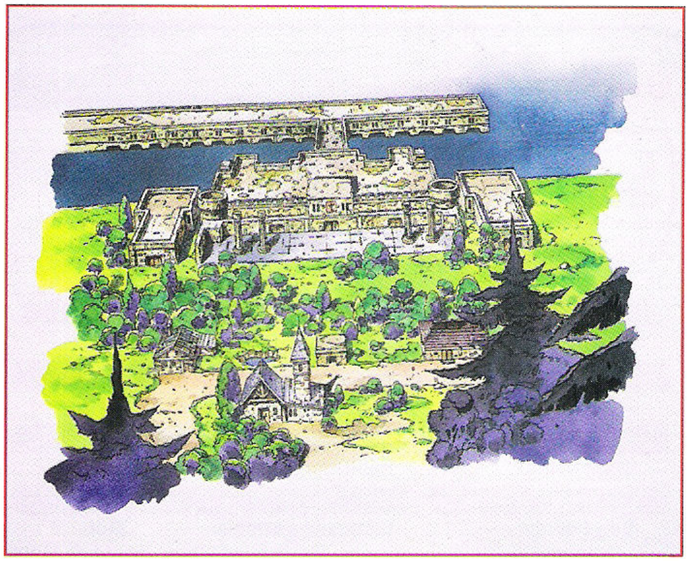


Facilities in Tedanki:

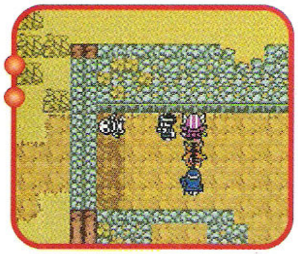
INN

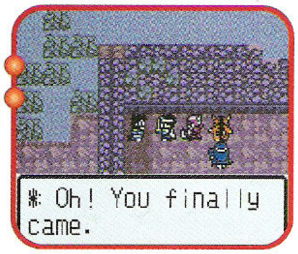
Inn: 1G/Person a Night

WEAPON AND ARMOR SHOP		
Item	**Effect**	**Cost**
Mace	ATK +30	1,700G
Steel Whip	ATK +40	3,100G
Shears	ATK +47	4,700G
Skirt	DEF +25	1,500G
Magic Robe	DEF +30	4,400G
Magic Armor	DEF +40	5,800G
Horned Hat	DEF +21	2,300G



THE GREEN ORB

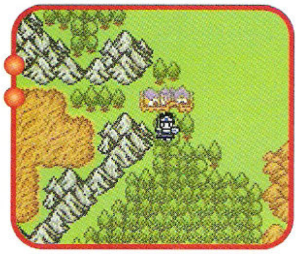




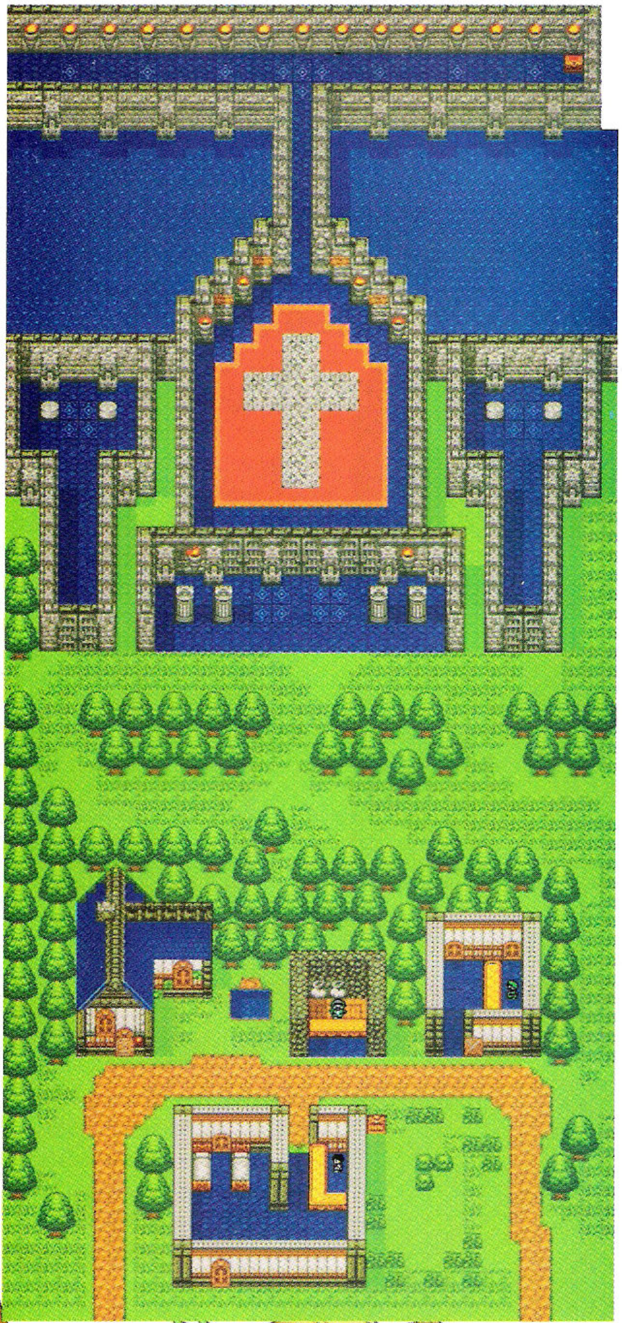
* Oh! You finally came.

To get the Green Orb, you must have the Final Key. When you have it, return to the city and investigate the Jail. During the daytime you find a note above a corpse indicating that the person had an Orb and wanted to give it away while he was alive. Return at night (use the Dark Lamp hidden in the shopkeeper's Floor 2 room), and you'll find the prisoner alive and ready to give you the Orb.

LANCEL



The city of Lancel is known for its incredible weapons shop and its gigantic shrine that leads to the Navel of the Earth. Lancel is on a small island directly west of Aliahan. Before you sail there, visit the Gold Bank and withdraw your savings!



Facilities in Lancel:

INN

Inn: 15G/Person a Night

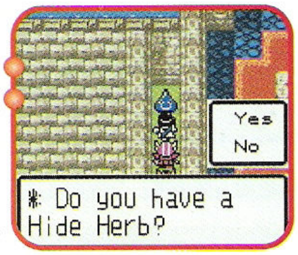
Item Shop		
Item	**Effect**	**Cost**
Repellent	Repels weak monsters	20G
Warp Wing	Return to town	25G
Hide Herb	Invisibility	300G

Weapon and Armor Shop		
Item	**Effect**	**Cost**
Steel Whip	ATK +40	3,100G
Hammer	ATK +55	6,500G
Power Knuckle	ATK +40	7,100G
Evade Suit	DEF +23	2,900G
Magic Robe	DEF +30	4,400G
Magic Armor	DEF +40	5,800G
Iron Mask	DEF +25	3,500G

Treasure Data

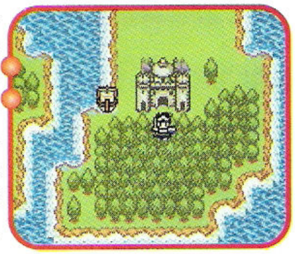
1. TinyMedal

THE SLIME AND THE HIDE HERB

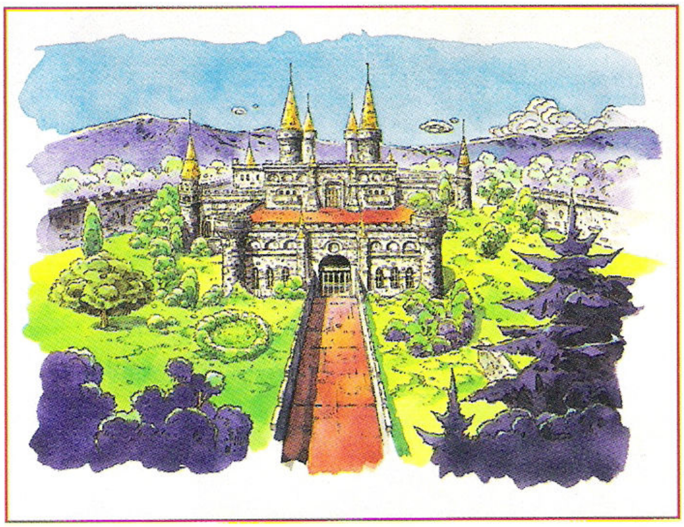

Yes
No
＊ Do you have a Hide Herb?

Talk to the people in Lancel to learn more about the mysterious Final Key. First you learn that you need a special vase that's hidden in Edinbear Castle. If you sail there right away, you'll find the gates shut to low-class visitors such as yourselves. However, if you heed the words of the Slime and buy a Hide Herb, you'll have little trouble entering the Castle!

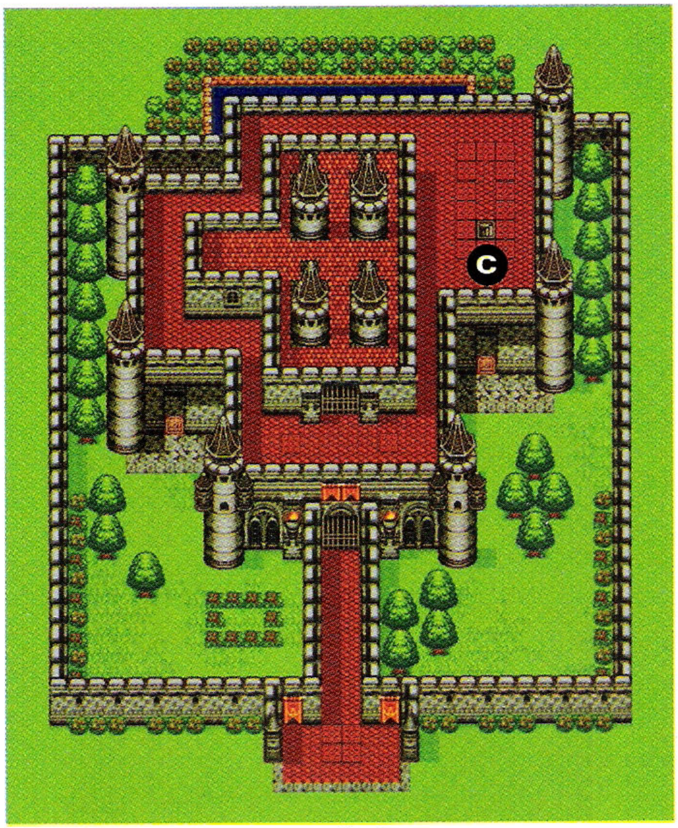
EDINBEAR

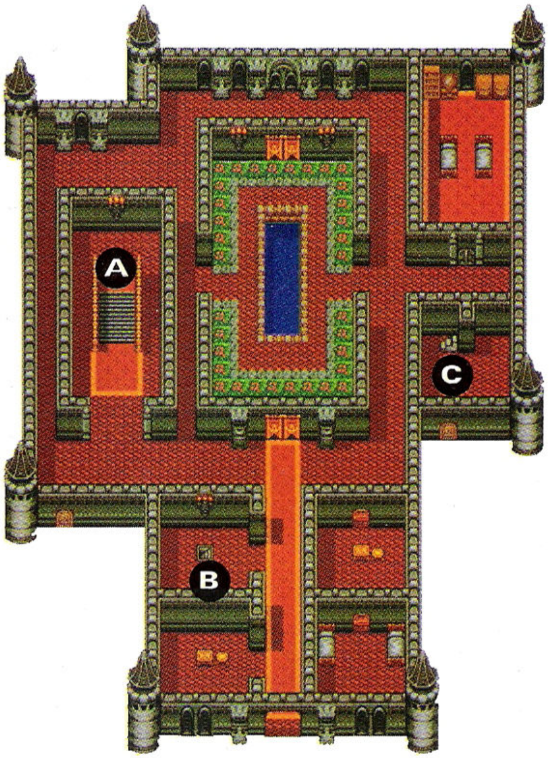


Edinbear Castle lies on an isolated island east of Noaniels Cave. The residents are as isolated as the island itself. In fact, the guards have orders not to let in anyone unseemly or of low birth. But entering the Castle is only one of the puzzles. The Dry Vase, needed to get the Final Key, is in a room guarded by a fiendishly difficult rock puzzle.

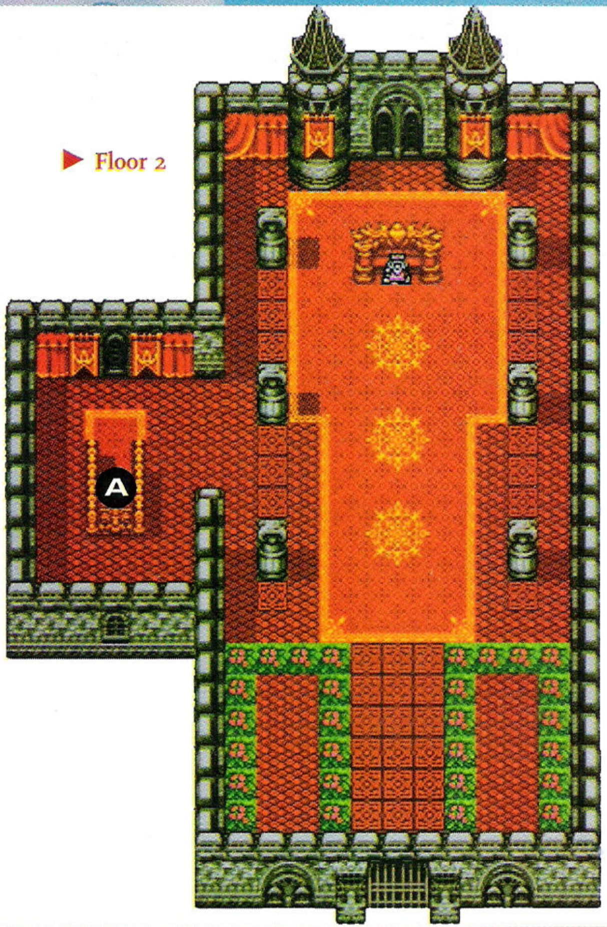


▼ Outside

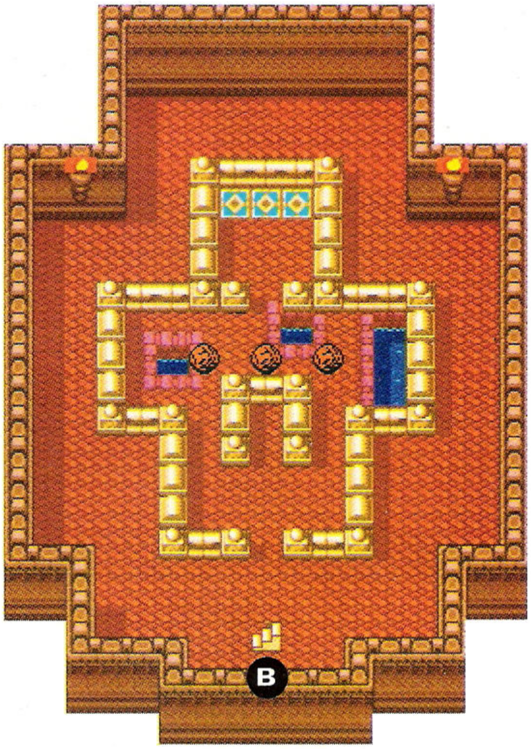




▲ Floor 1



▶ Floor 2



▲ Basement 1

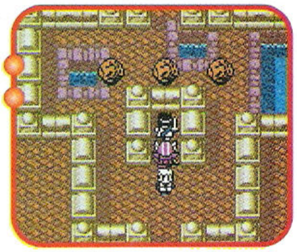
Facilities in Edinbear:

HEARING VOICES

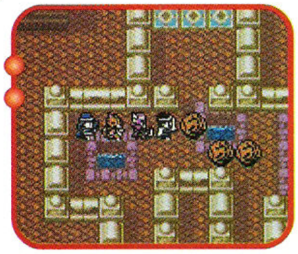
*: What? I must be hearing things...

Invisibility is a great thing. It is especially good for passing small-minded guards who call you and your friends "bumpkins." Buy a Hide Herb in Lancel and use it to cloak your party long enough to pass those guards! (Once inside the Castle, you can wander freely.)

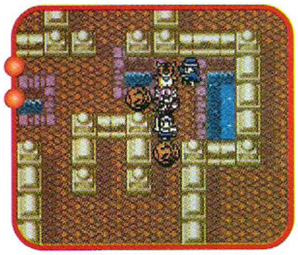
SOLVING THE PUZZLE



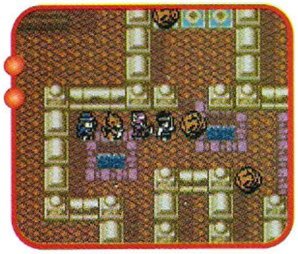
In Basement 1 of the Castle, you find a rock puzzle. The object is to push the rocks from their starting locations onto the blue tiles in the adjoining room. It's tricky, especially because there are obstacles all around. If you mess up or get lost, simply leave the room and the puzzle resets. When you solve the puzzle, a door leading to the Dry Vase opens.



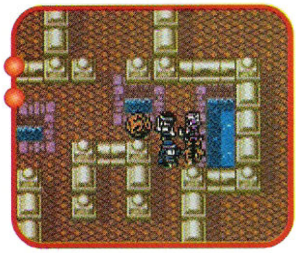
Start with the rock on the far left.



Move the rock on the far right out of the way.

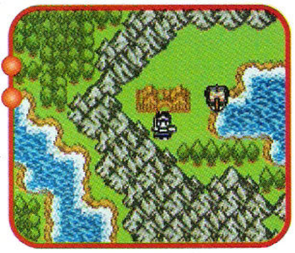


Now you are free to move the middle rock into the blue tile room.

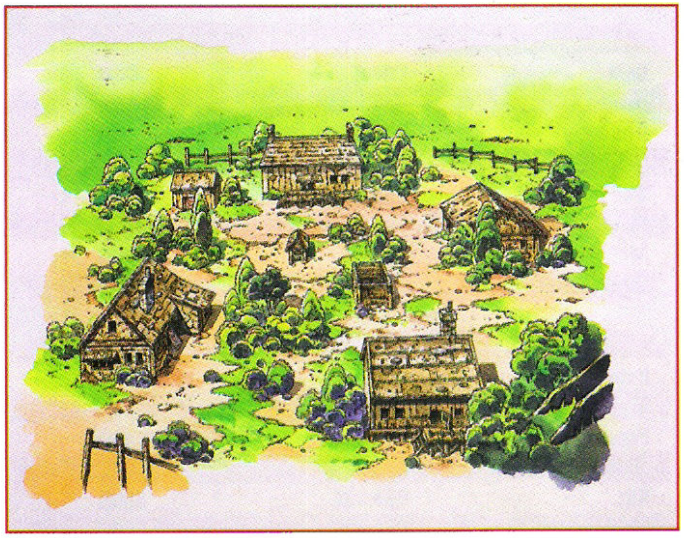


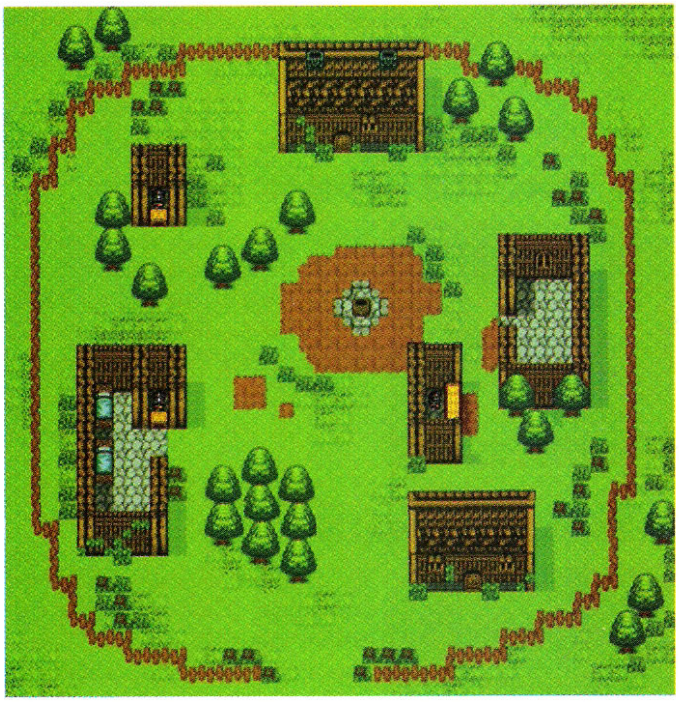
Finally, move the right rock into the room.

SOO



Soo is a small village at the end of some rivers. The townspeople are extremely friendly and known for their honesty. Talk to them to learn that Soo was the home of the Dry Vase before soldiers stole it. One of the soldiers is still hiding in the village's well! The villagers also know a lot about the Echo Flute. When this instrument is near one of the 6 Orbs, it causes it to echo. Very handy!





Facilities in Soo:

INN

Inn: 5G/Person a Night

ITEM SHOP

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Moon Herb	Cures Paralysis	30G
Bug Powder	Confuses enemies	310G
Hide Herb	Invisibility	300G
Mohawk Wig	DEF +3	60G
Silver Barrette	DEF +20	760G

WEAPON AND ARMOR SHOP

Item	Effect	Cost
Club	ATK +7	30G
Poison Needle	ATK +10	10G
Battle Axe	ATK +60	8,700G
Kilt	DEF +24	800G
Flashy Coat	DEF +28	1,300G
Magic Shield	DEF +25	2,000G

MR. EDO, THE TALKING HORSE

If you find the
Dry Vase, use it

In Soo you can talk to a horse! Mr. Edo is the leading authority on the use of the Dry Vase, so seek him out. To find the shoals he mentions, sail south from Promontry Cave.

A TRAVELER'S TALE

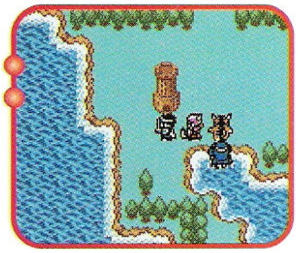
Was there a town
on small grassy

You're asked if you've seen the beginnings of a town across the eastern mountain range. Sail west from Portoga and head north once you hit the shoreline. In the forest, you'll see a clearing. Enter the clearing to find a man from Soo who's trying to start his own village. Bring him a Dealer (create one and leave the character there) to jump-start the village's creation!

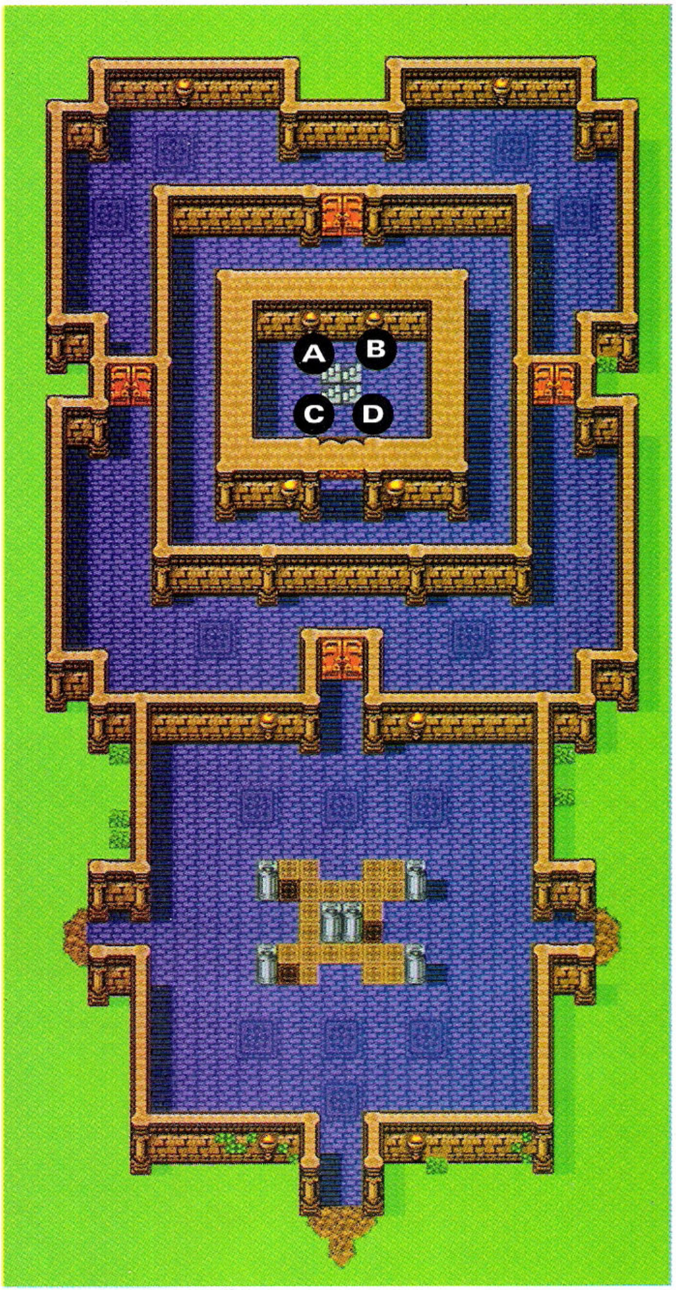
▶ In return for your help, the merchant tells you where to find a rare staff in Soo.

Found Bolt!

ARP TOWER

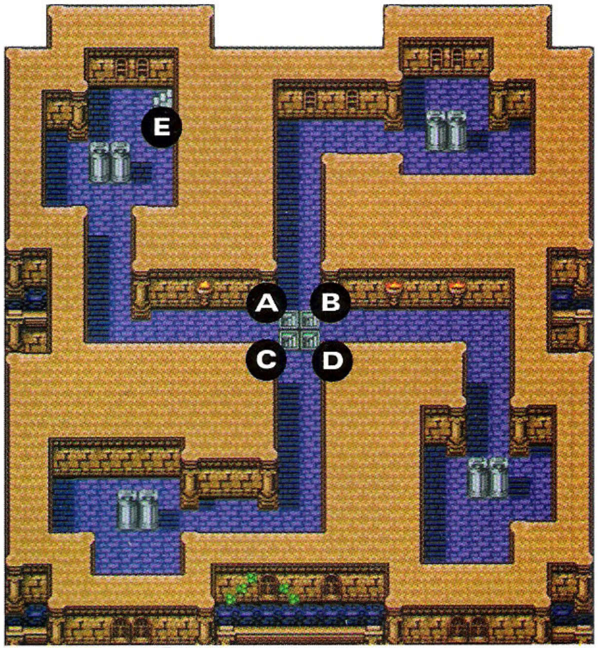


Arp Tower is on the western shore of the Soo continent, directly east of Muor. It contains the infamous Echo Flute. Finding the Echo Flute is similar to finding the Zen Scroll: Figure out a good jumping point from a net of wires.

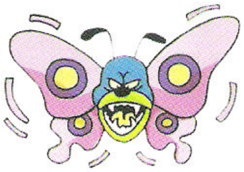


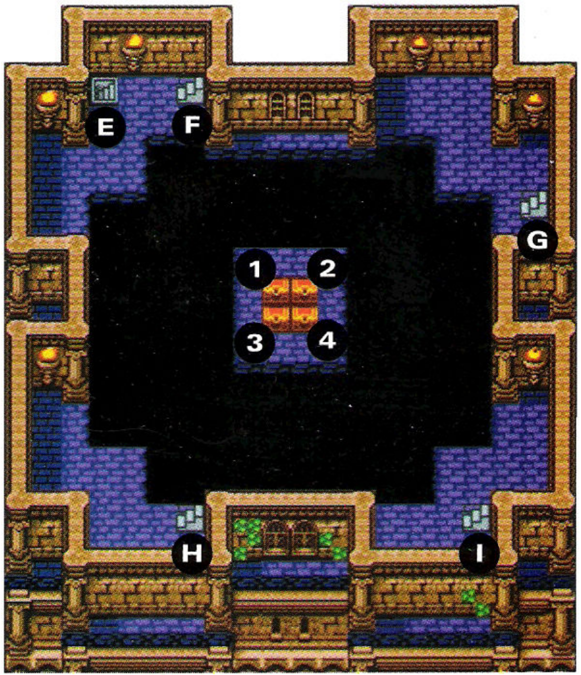
▲ Floor 1

x 0

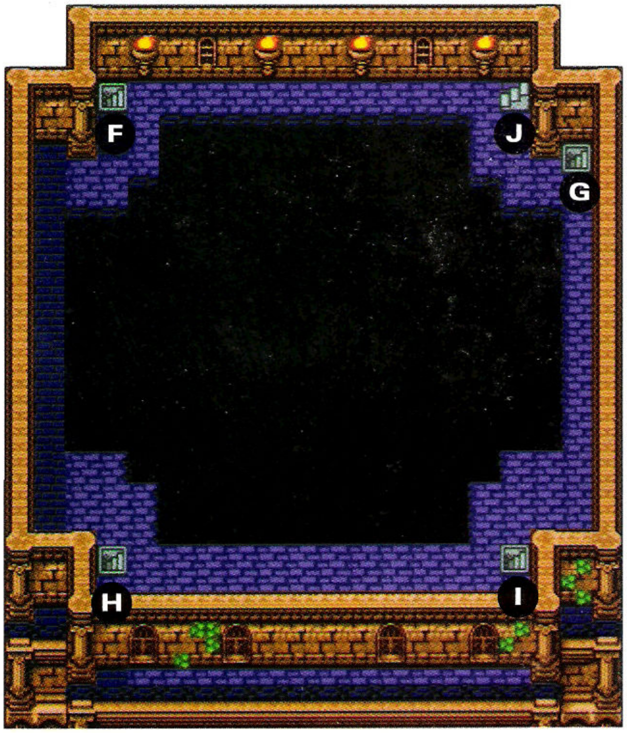


▲ Floor 2 x 0

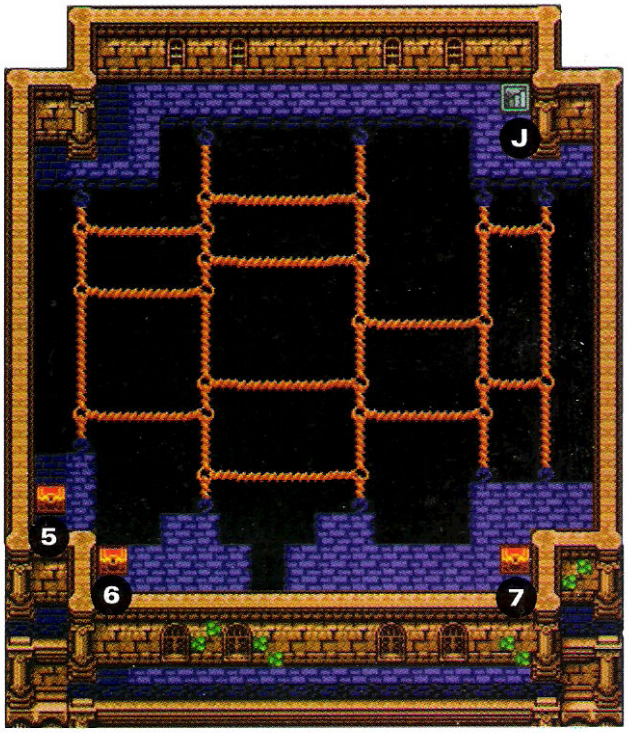




▲ Floor 3 x 4



▲ Floor 4 x 0



▲ Floor 5 x 3

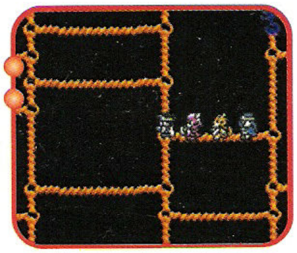
TREASURE DATA

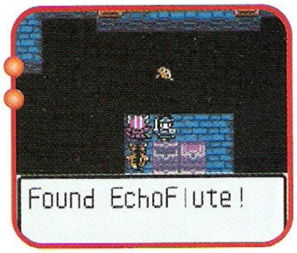
1. Echo Flute
2. 552G
3. TinyMedal
4. LifeAcorn
5. Love Ring
6. TinyMedal
7. Cannibox

MONSTER DATA

	Barnabas	Exp 235	G 52
	BigHorn	Exp 353	G 68
	BlueBeak	Exp 372	G 32
	Eliminato	Exp 376	G 53
	Hork	Exp 120	G 15
	KillArmor	Exp 418	G 80
	MadCondor	Exp 367	G 71
	Shadower	Exp —	G —
	SkyDragon	Exp 800	G 180
	StingMoth	Exp 165	G 35
	VenomHork	Exp 368	G 25
	VoodooMan	Exp 673	G 95

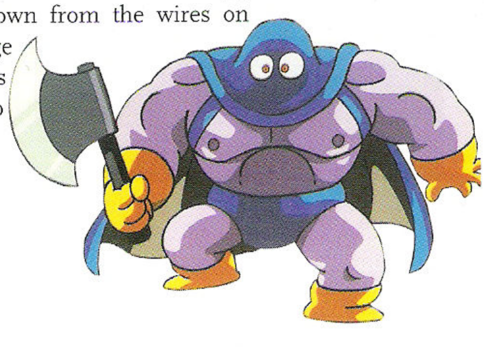
THE JUMPING POINT





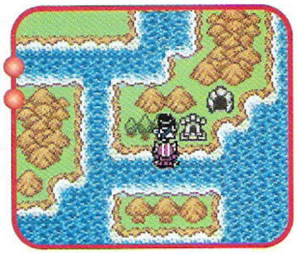
Found EchoFlute!

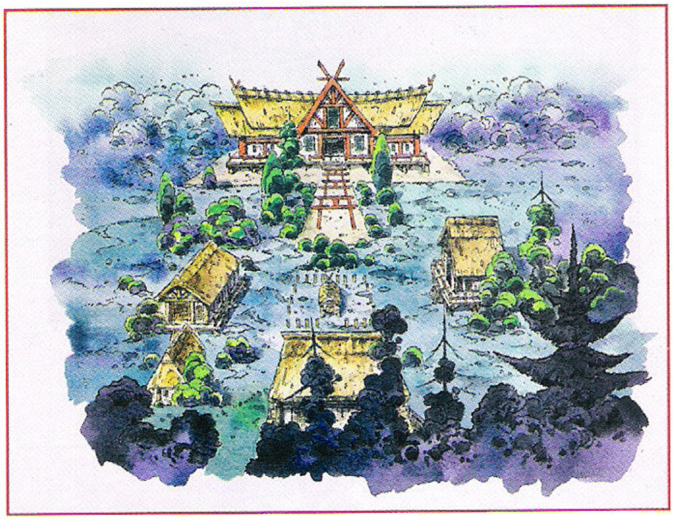
The Echo Flute is in a chest on a floating platform. To reach it, you must jump down from the wires on Floor 5. The image above demonstrates the best location to make your leap!

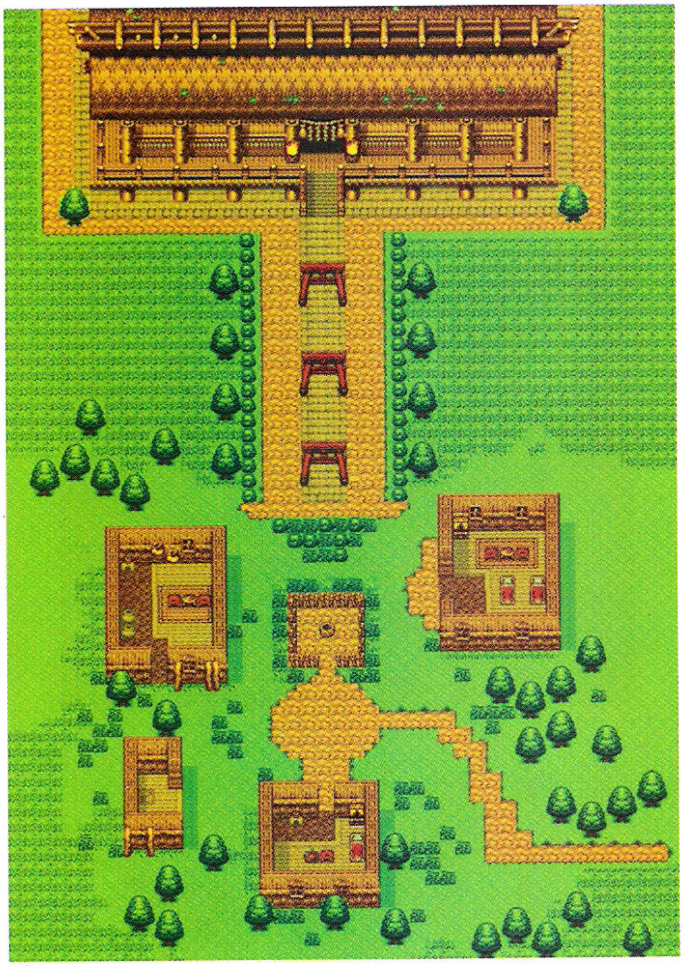


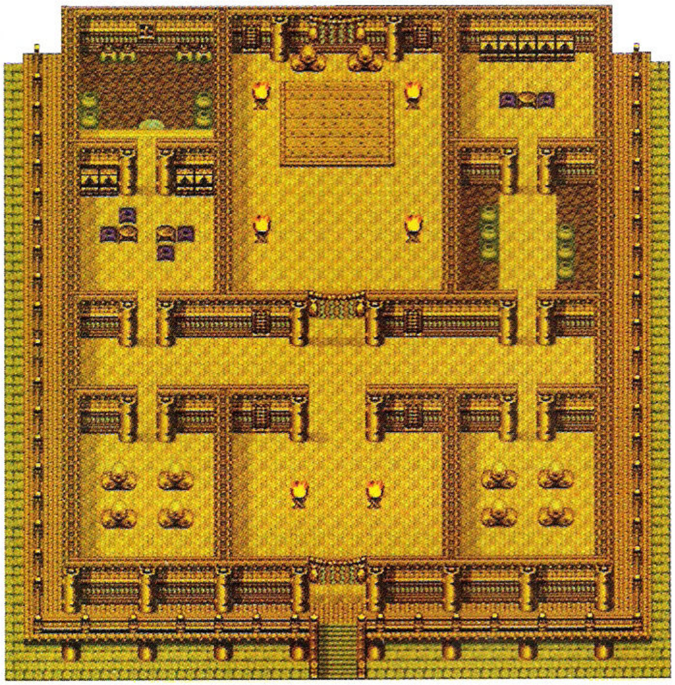
ZIPANGU

Zipangu isn't much of a village. On the World Map it's marked with a shrine icon. Zipangu is being terrorized by a fierce Orochi who demands the sacrifice of the village's women. End this barbaric practice by defeating the Orochi.





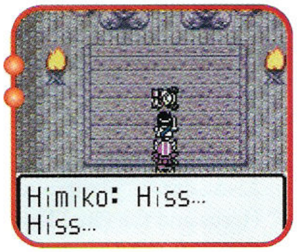




▲ Himiko's Mansion

Facilities in Zipangu: None

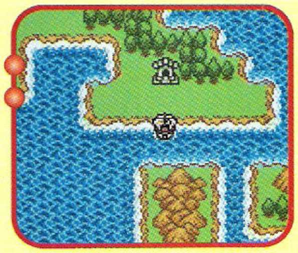
HIMIKO'S SECRET



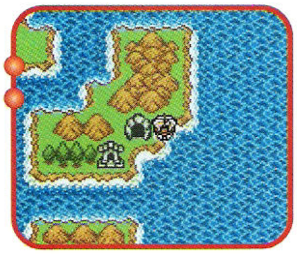
Himiko: Hiss...
Hiss...

Visit Himiko's house at night before you head out to slay the Orochi in Zipangu Cave. Himiko talks in her sleep and you should hear what she has to say.

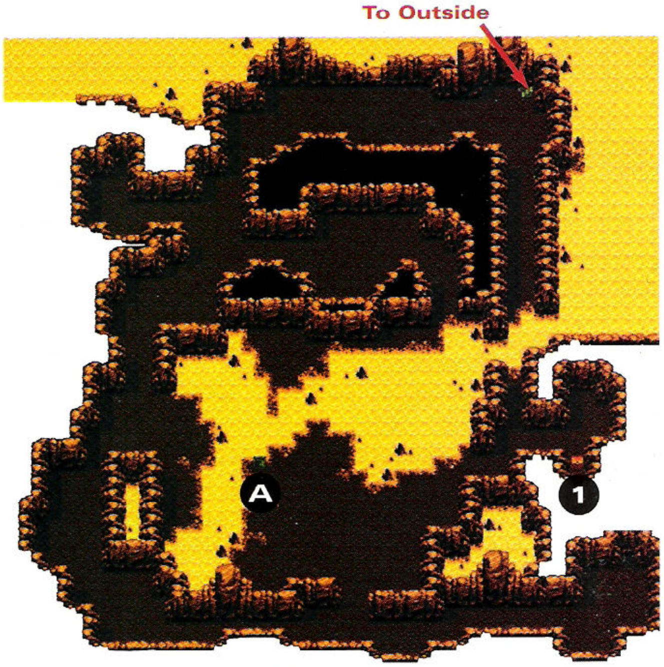
CAUTION There's no Inn in Zipangu, but if you sail across the channel to the north, you'll find a well-appointed shrine with an Inn. Keep this in mind after your first encounter with the Orochi.



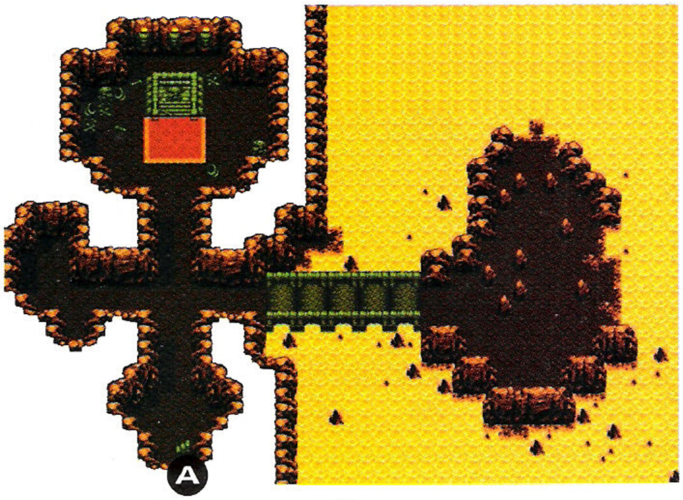
ZIPANGU CAVE



Next to Zipangu is Zipangu Cave, home of the Orochi. The Orochi is a fierce, five-headed dragon that lives on the bottom floor. To avoid wasting your strength, take the direct route to its lair!



▲ Basement 1 x 1



▲ Basement 2 x 0

TREASURE DATA

1. Noh Mask

MONSTER DATA

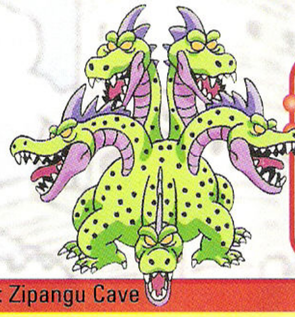
	Bruin Exp 440 G 55		**KingToad** Exp 70 G 23
	Deranger Exp 343 G 48		**LavaMan** Exp 417 G 61
	Hork Exp 120 G 15		**Metaly** Exp 4,140 G 52

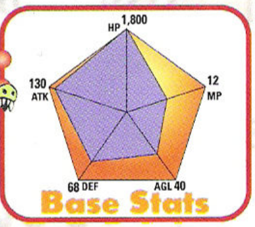
Boss: Orochi!

This Boss battle is so good you get to fight it twice! The Orochi can attack twice per round. Each physical attack does at least 30HP, so cast Increase right away. The Orochi can spray your party with its fiery breath, so items that protect the wearer against fire are useful. Have two fighter-type characters attack the Orochi while your spell casters cast support and healing spells.

The first time you defeat the Orochi, it teleports away. Follow it through the Traveler's Gate, but before you approach Himiko, heal your party with items, spells, or a stay at the nearby Shrine Inn. If you want the Purple Orb, you must not agree to keep Himiko's identity as the Orochi secret. This means you have to fight the Orochi again. The Orochi is even stronger than before. Use the same tactics as in the previous battle.

Orochi (Zipangu Cave)/Medal #102



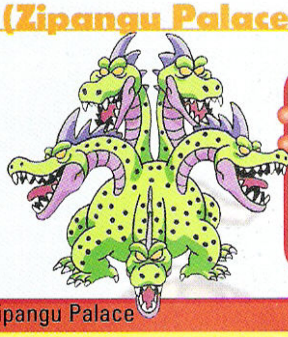


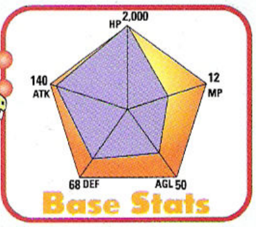
Location: Zipangu Cave

Gold: 0G Exp: 2,080 Items: Orochi Sword

Boss: Orochi! (continued)

Orochi (Zipangu Palace)/Medal #102

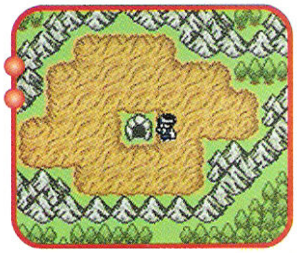




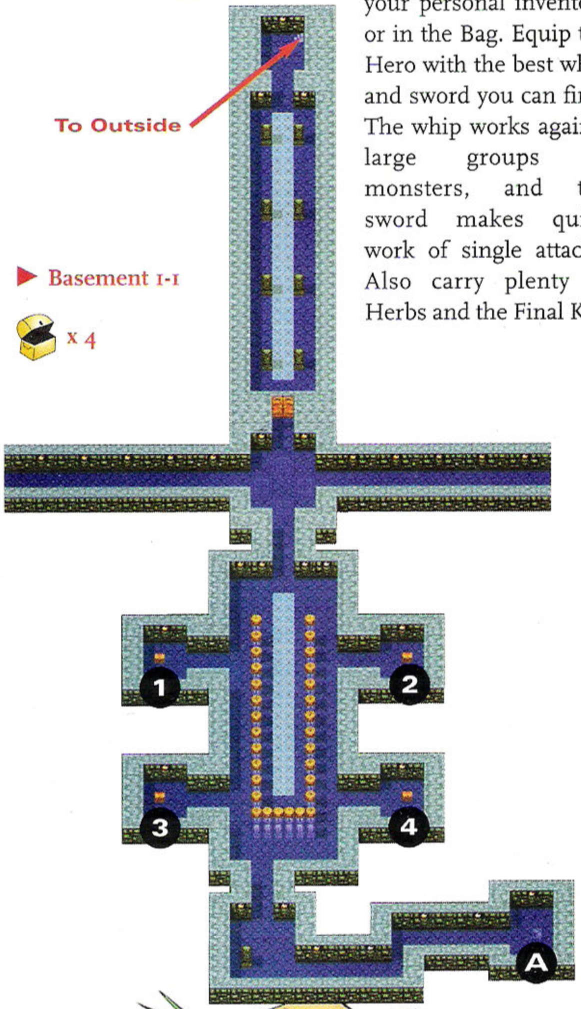
Location: Zipangu Palace

Gold: 1,000G Exp: 8,040 Items: None

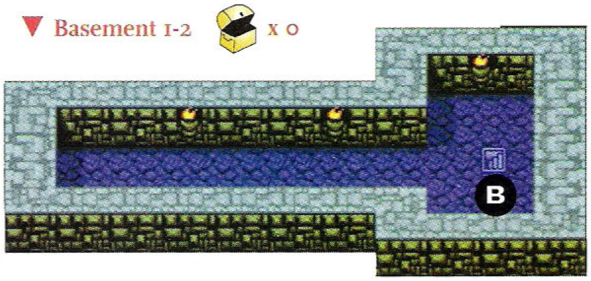
NAVEL OF THE EARTH



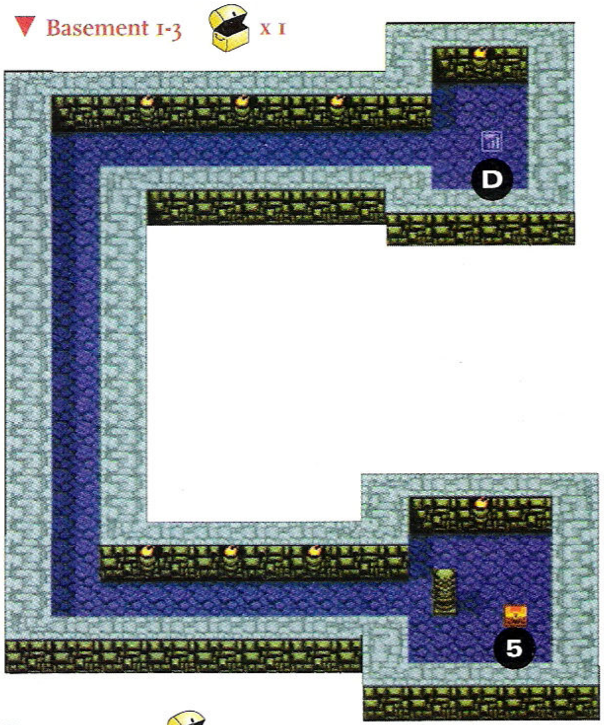
The Navel of the Earth dungeon lies at the center of the World Map. To enter this dungeon, you must speak with the priest in the shrine behind Lancel. The Navel of the Earth is a testing grounds and you must enter it alone, so place necessary items in your personal inventory or in the Bag. Equip the Hero with the best whip and sword you can find. The whip works against large groups of monsters, and the sword makes quick work of single attacks. Also carry plenty of Herbs and the Final Key.



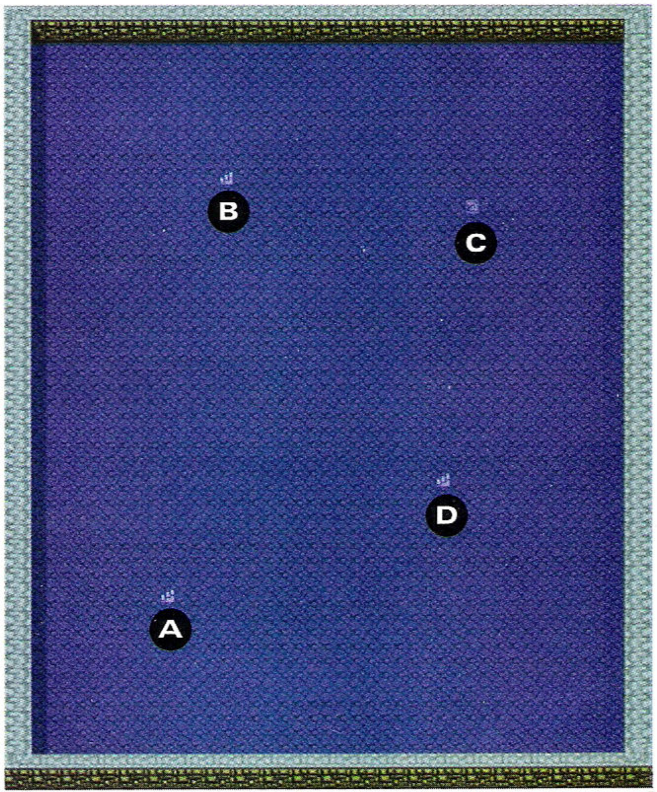
▼ Basement 1-2 x 0

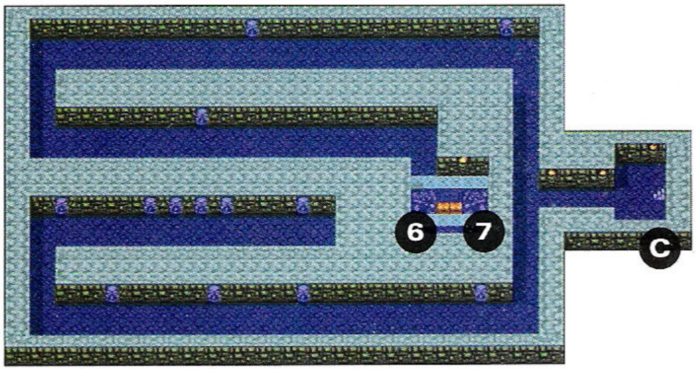


▼ Basement 1-3 x 1



▼ Basement 2 x 0



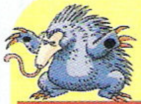
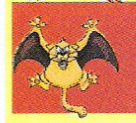
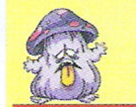
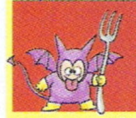
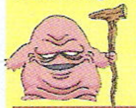
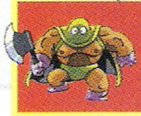
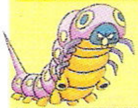
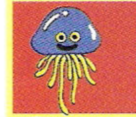
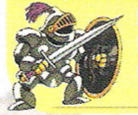
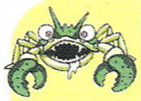
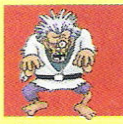
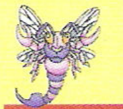
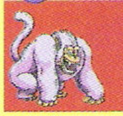
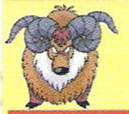
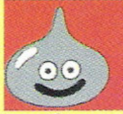
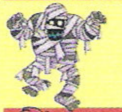
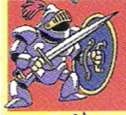
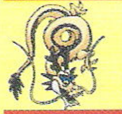
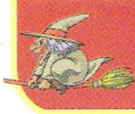


▲ Basement 3 x 2

TREASURE DATA

1. 248G
2. TinyMedal
3. Mimic
4. INTSeed
5. Terra Armor
6. TinyMedal
7. Blue Orb

MONSTER DATA

	**Antbear**	Exp 110	G 25
	**CatFly**	Exp 65	G 20
	**DeadStool**	Exp 92	G 40
	**Demonite**	Exp 100	G 45
	**Deranger**	Exp 343	G 48
	**Executer**	Exp 150	G 35
	**Flamepede**	Exp 72	G 35
	**Healer**	Exp 24	G 8
	**HellArmor**	Exp 315	G 57
	**HellCrab**	Exp 78	G 23
	**Hork**	Exp 120	G 15
	**HunterFly**	Exp 98	G 25
	**KillerApe**	Exp 170	G 45
	**MadOx**	Exp 162	G 45
	**Metaly**	Exp 4,140	G 52
	**Mummy**	Exp 82	G 36
	**RogueNite**	Exp 68	G 30
	**SkyDragon**	Exp 800	G 180
	**Witch**	Exp 305	G 52

THE BLUE ORB

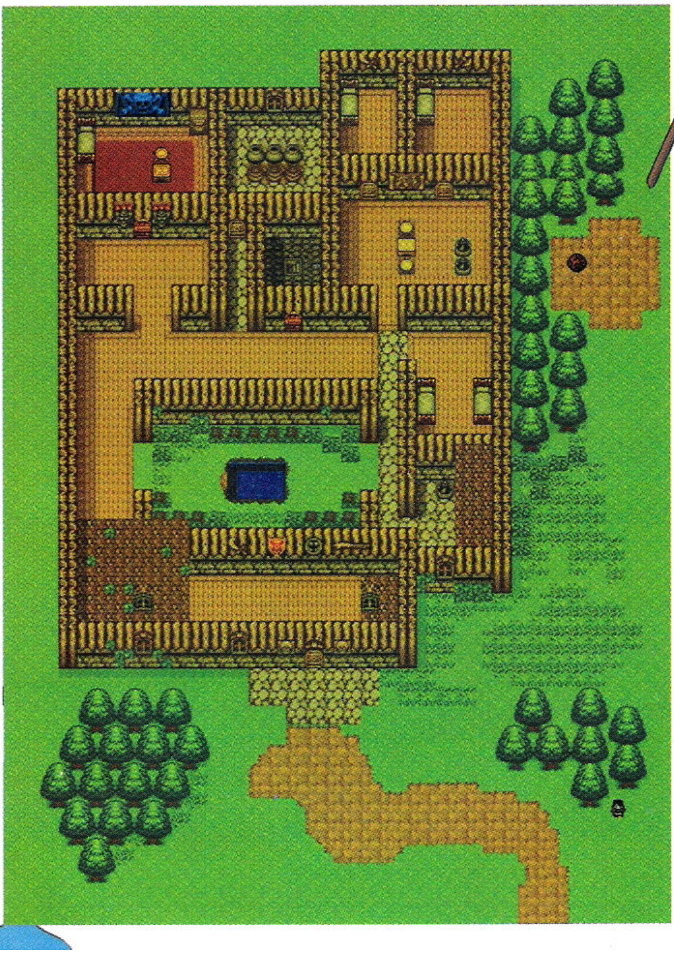
* Turn around!

Found Blue Orb!

You're risking your life in the Navel of the Earth to get the Blue Orb. It rests in a treasure chest at the end of a hall of threatening masks. Ignore what the masks say and take the Blue Orb from the chest.

PIRATES' HOUSE

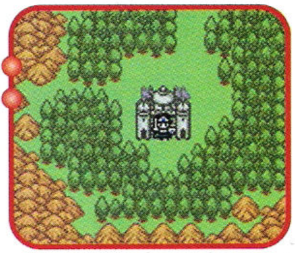
South of Soo lies the hideout of a band of pirates. These pirates have the Red Orb in their loot vault and you have to steal it back! Talk to the pirates when they return at night to learn about the Change Staff and the Pirate's Bone. One of the pirates could have sworn that he saw a Red Orb in the loot they recently brought in!



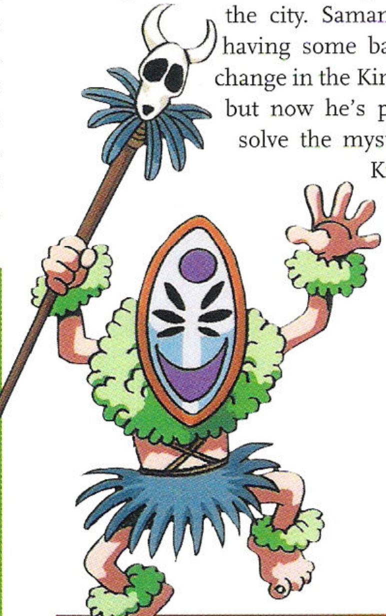
THE RED ORB

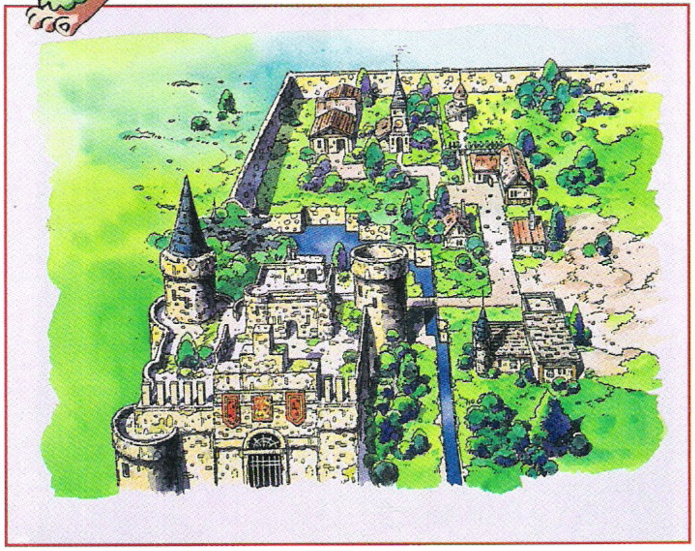
The pirates won't give you the Red Orb, so you have to steal it from them. The vault is unguarded outside. Look for a boulder on the right side of the house and push it aside to find a staircase hidden in the grass.

SAMANAO AND SAMANAO CASTLE

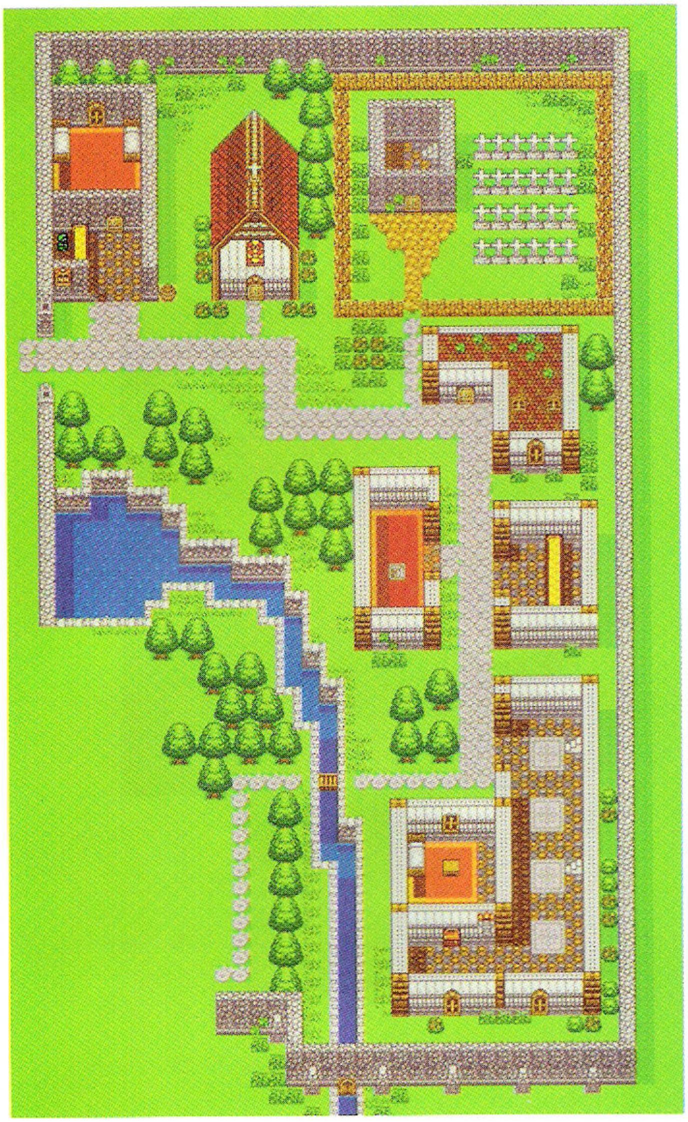


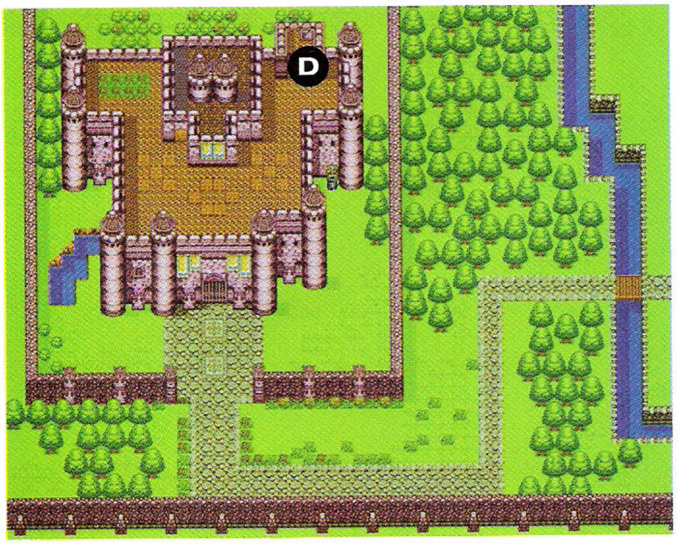
Use one of the many Traveler's Gates to get to Samanao. The easiest way is through the shrine south of Greenlad. Use the Traveler's Gate on the east to get to the Samanao Shrine. From there, walk southwest along the mountains until you see the city. Samanao is having some bad times because of an alarming change in the King's personality. He used to be just, but now he's putting everyone in jail! Can you solve the mystery and save the town from the King's tyranny?





SAMANAO CITY





Facilities in Samanao:

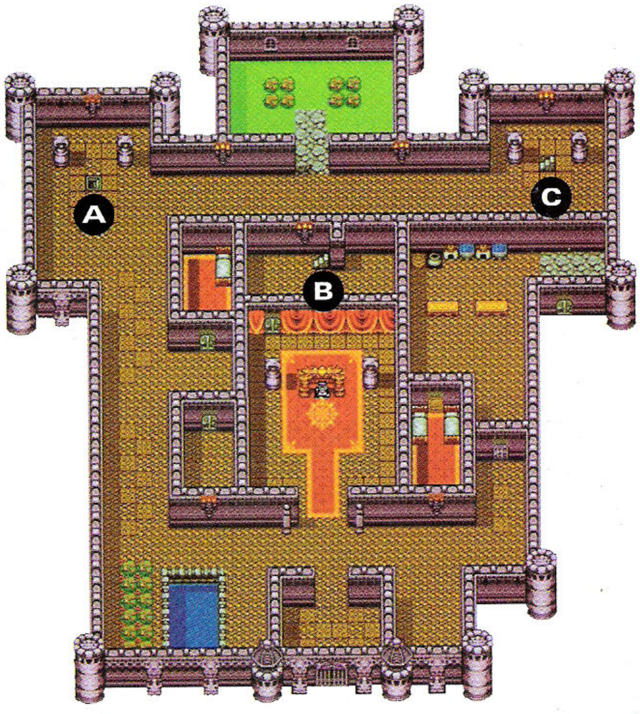
INN

Inn: 20G/Person a Night

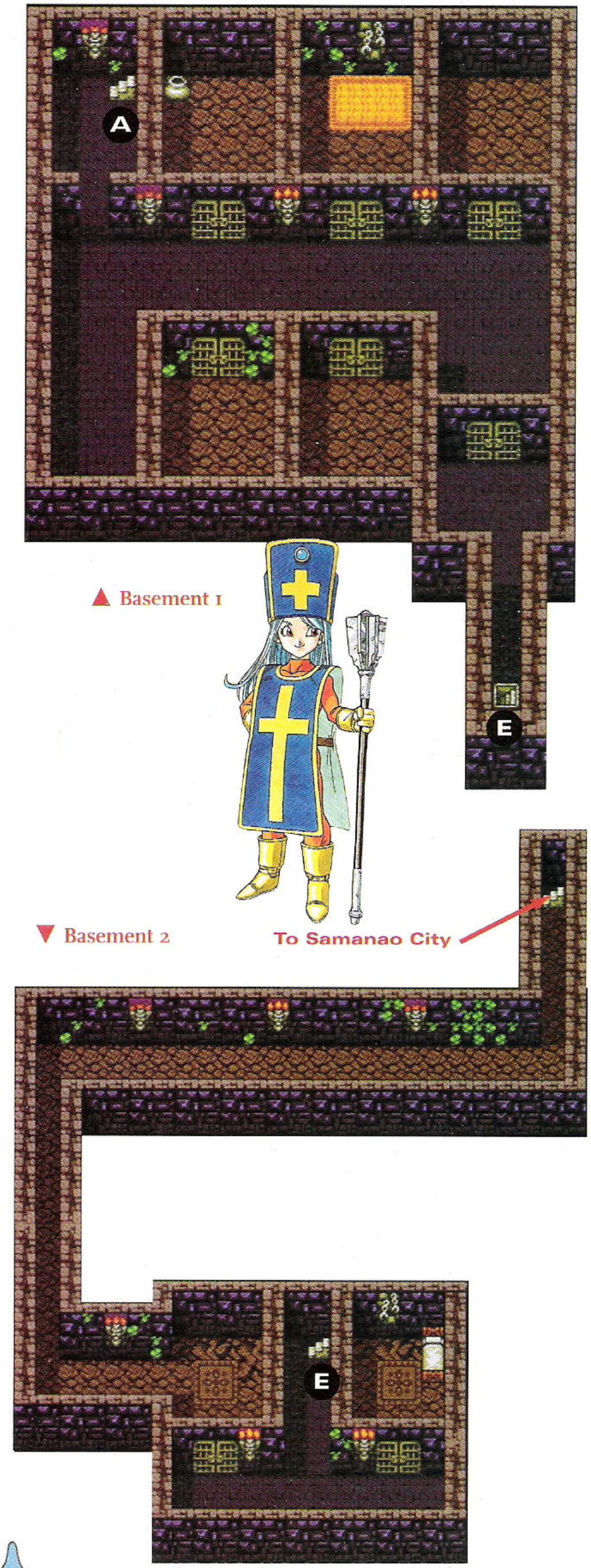
ITEM SHOP		
Item	**Effect**	**Cost**
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Repellent	Repels weak monsters	20G
Warp Wing	Return to town	25G
Moon Herb	Cures Paralysis	30G
Bug Powder	Confuses enemies	310G

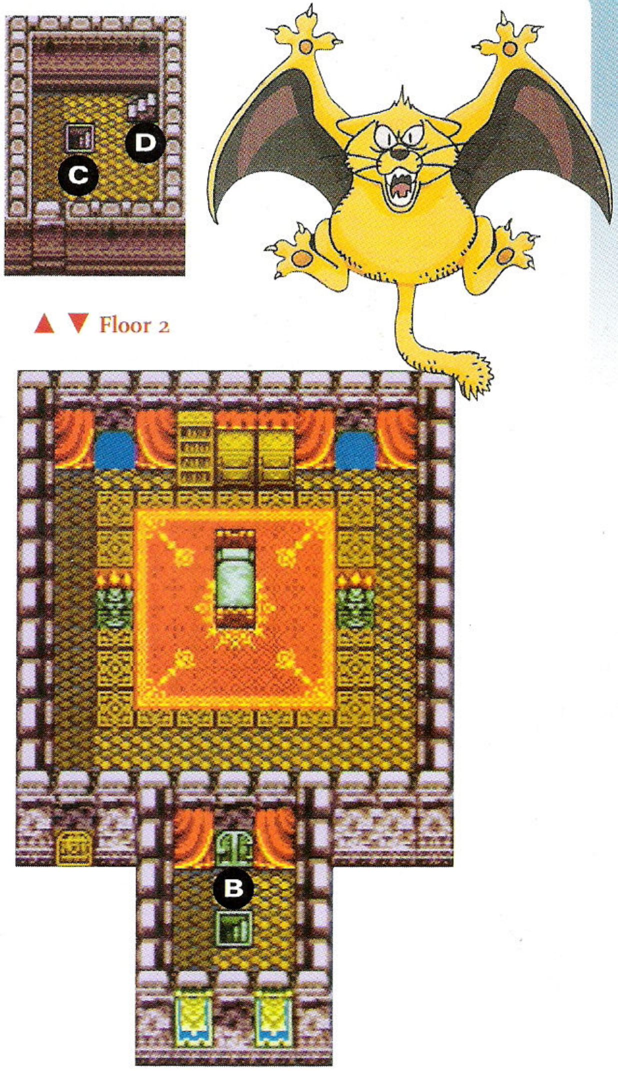
WEAPON AND ARMOR SHOP		
Item	**Effect**	**Cost**
Judge Staff	ATK +37	2,700G
Power Knuckle	ATK +40	7,100G
Zombie Sword	ATK +67	9,800G
Magic Armor	DEF +40	5,800G
Dragon Shield	DEF +32	3,500G
Black Hood	DEF +18	1,200G
Iron Mask	DEF +25	3,500G

SAMANAO CASTLE



▲ Floor 1


A
E
▲ Basement 1
▼ Basement 2
To Samanao City
E


D
C
▲ ▼ Floor 2
B

TIME IN JAIL

King: How did you get in?

Once you've learned about the King's tyranny from the townspeople, head to the Castle. You won't be let in the front door, but you can sneak in through the kitchen. Explore the Castle as much as you dare before talking to the King. He immediately throws you in jail, but you can escape with the Final Key!

King: Is someone there?

Talk to the prisoners to learn about the secret passage out, the Lar Mirror, and the truth behind the King's sudden change! Head out the secret passage and get ready to take on Samanao Cave!

Boss: Boss Troll

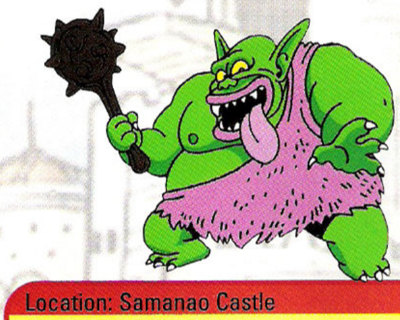
Hero peered into the Lar Mirror.

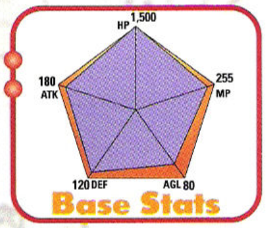
Once you have the Lar Mirror, return to the Castle and sneak into the King's room at night while he's asleep. Use the Lar Mirror on him to make his disguise instantly disappear. Of course, his true form is much more frightening!

The Boss Troll can easily do 50HP in damage with a single blow. He can also cast Defense to lower your party's DEF stats. Immediately cast StopSpell.

Bolster your party's defenses with Increase and have someone heal wounded companions. At the battle's start, cast TwinHits on your heaviest fighters to double their strength. Boss Troll has a 25 percent chance of performing Brutal Hits, so keep everyone's HP full by healing them every turn. If you can split the task of fighting and spell casting between your party members, you can defeat the Boss Troll. Once he's defeated you get the Change Staff!

Boss Troll Medal #112

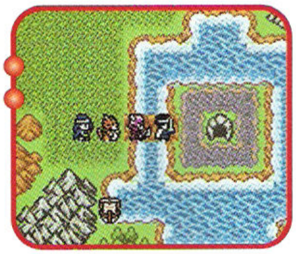




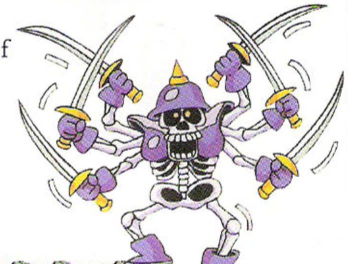
Location: Samanao Castle

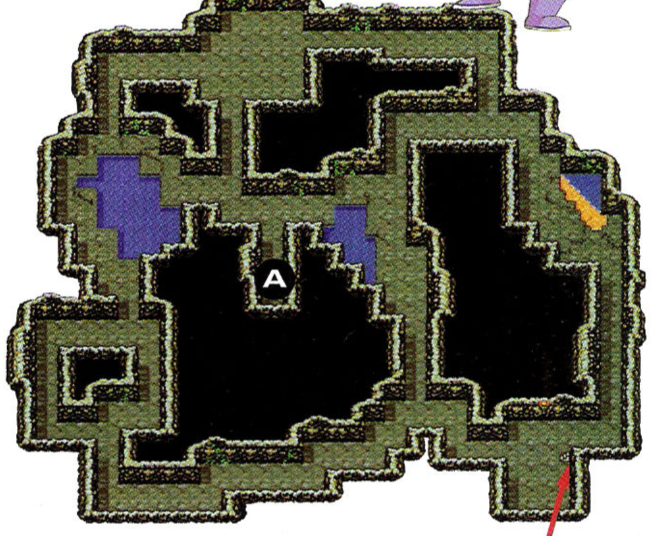
Gold: 105G Exp: 2,500 Items: STRSeed

SAMANAO CAVE

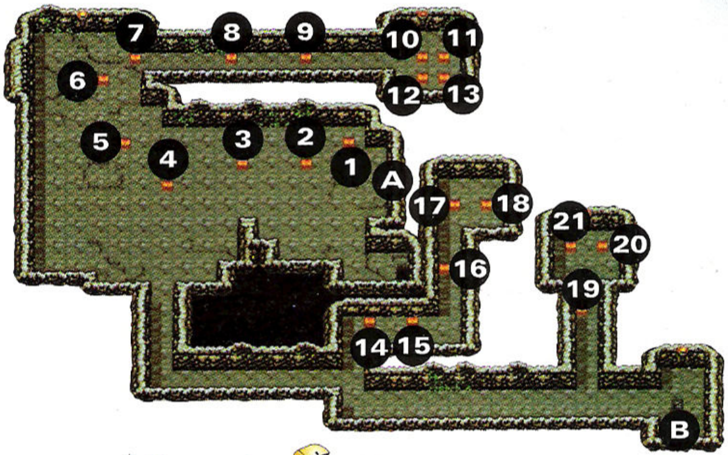


Samanao Cave lies southeast of Samanao Castle, surrounded by poisonous swampland. Cast StepGuard before crossing to the entrance. It is rumored that the Lar Mirror is hidden on the bottom floor of the caverns. Getting to the bottom floor is easy. Figuring out how to get to the island with the Lar Mirror is not. Use your past experiences to find an alternate method of crossing over to the chest.

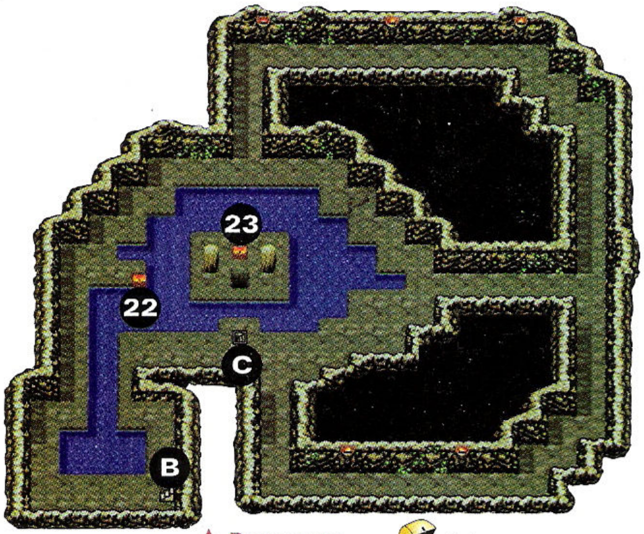




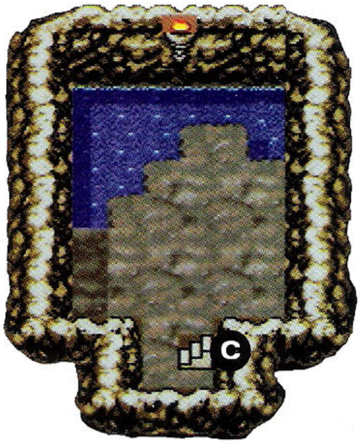
▲ Basement 1 x 0



▲ Basement 2 x 21



▲ Basement 3 x 2



▲ Basement 4 x 0

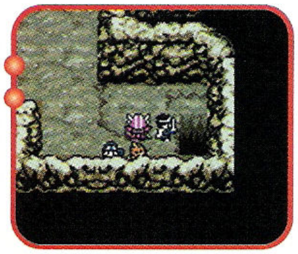
TREASURE DATA

1. 128G
2. STRSeed
3. 56G
4. Token
5. 568G
6. 24G
7. LifeAcorn
8. TinyMedal
9. 320G
10. Mimic
11. Mimic
12. Mimic
13. Mimic
14. VITSeed
15. 24G
16. Token
17. Mimic
18. TinyMedal
19. Mimic
20. Life Stone
21. Mimic
22. Plush Suit
23. The Lar Mirror

MONSTER DATA

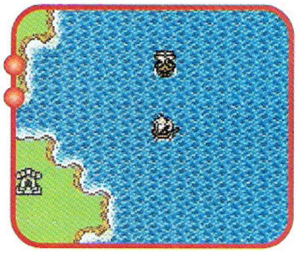
	Curer Exp 278 G 38		**Skeletor** Exp 843 G 45
	Hork Exp 120 G 15		**Tortragon** Exp 652 G 88
	KillArmor Exp 418 G 80		**VoodooMan** Exp 673 G 95
	Shadow Exp 743 G 31		

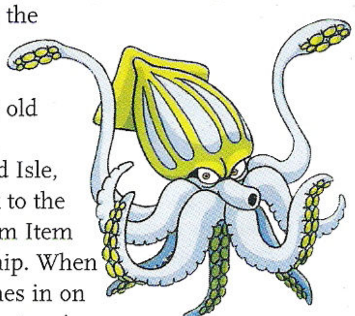
MORE PITS!



This time you're jumping through a hole in the ground. Directly south of the stairs leading between Basement 1 and Basement 2 is a pit that lines up with the Lar Mirror island. Hop down and grab the Lar Mirror from the chest.

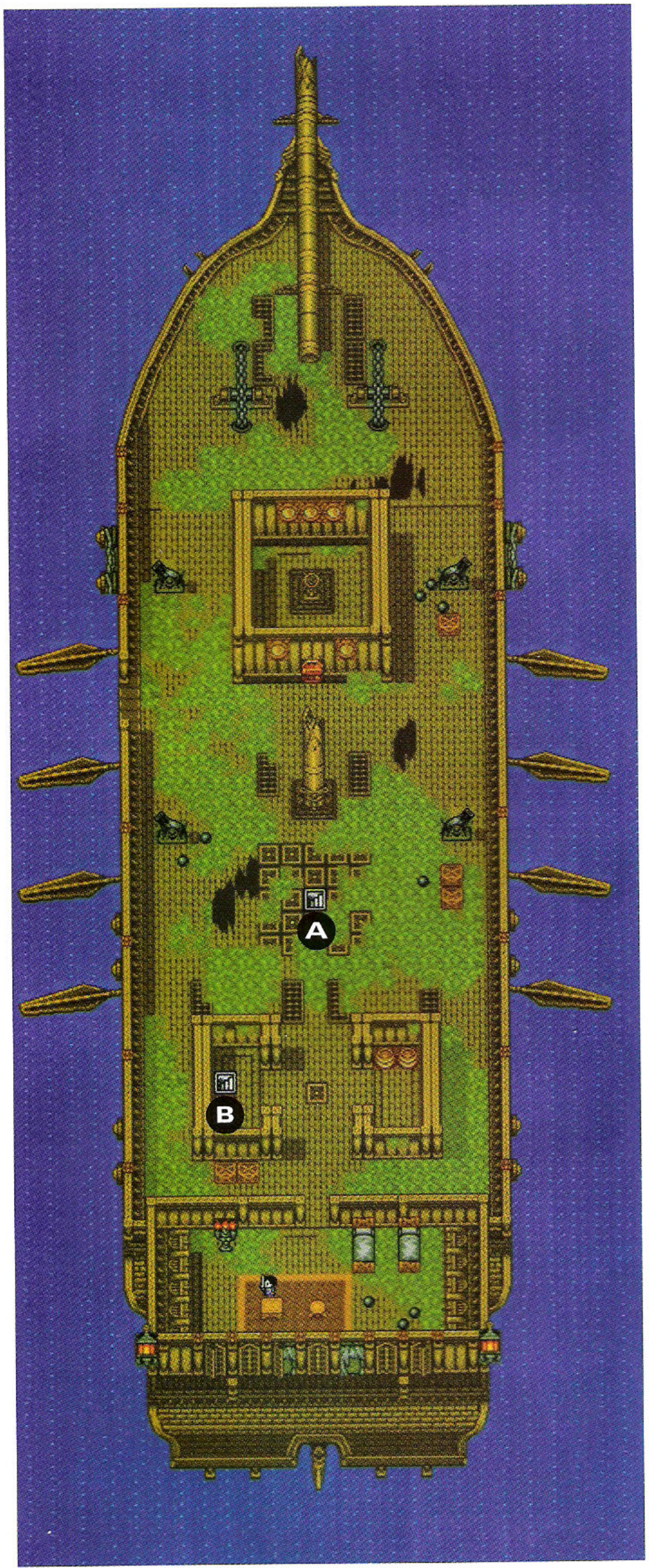
PHANTOM SHIP



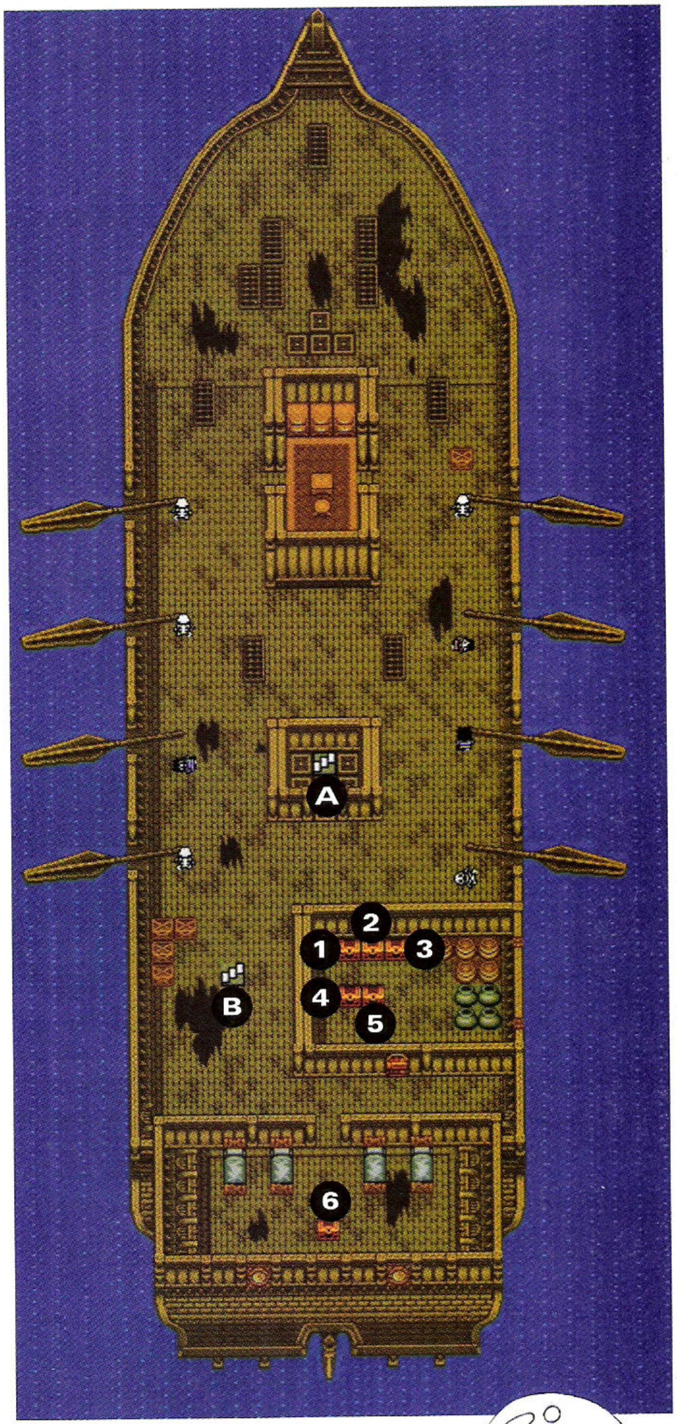


After you exchange the Change Staff for the Pirate's Bone with the old man on Greenlad Isle, (go back to the Elvenham Item Shop first) search for the Phantom Ship. When used on a ship, the Pirate's Bone homes in on the Phantom Ship. Follow the coordinates given (use the Pirate's Bone several times to update yourself on the ship's progress) and you'll end up by the Phantom Ship. To board, simply touch the ship with your own.

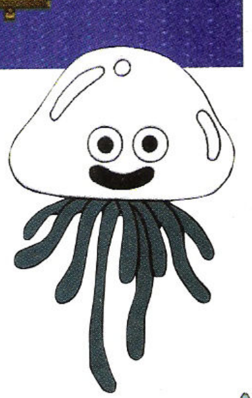
NOTE The old man lives in a hut that is in the northeast corner of Greenlad. To find it, walk 25 steps to the east from the entrance, then head north. You will run right into the hut.



▲ Floor 1 x 0



▲ Basement 1 x 6



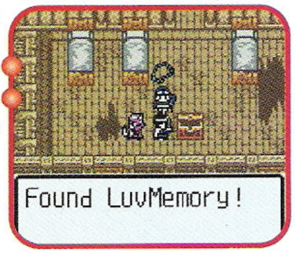
TREASURE DATA

1. 128G
2. Token
3. 670G
4. Mimic
5. Poison Needle
6. LuvMemory

MONSTER DATA

	Crabus Exp 290 G 45		**Merdane** Exp 263 G 58
	Hork Exp 120 G 15		**Skeletor** Exp 843 G 45
	Jellyfish Exp 180 G 38		**Tentacles** Exp 1,280 G 120

THE LUV MEMORY PENDANT

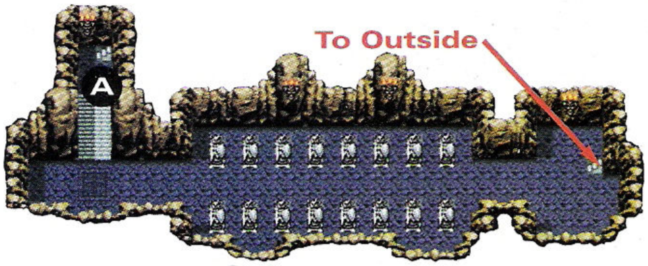


Found LuvMemory!

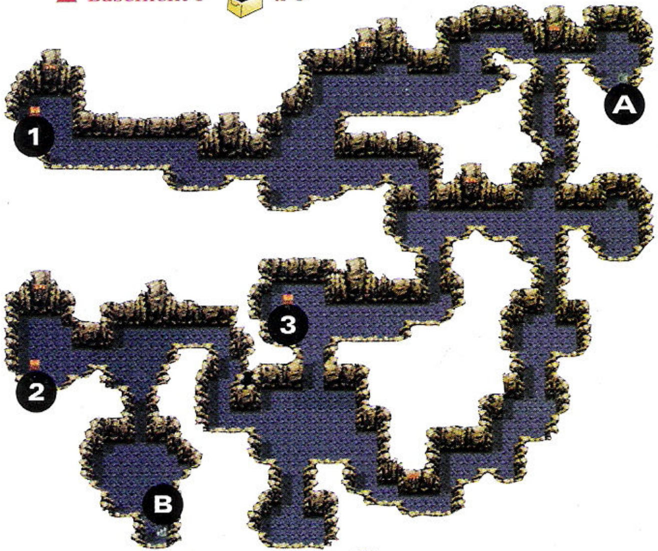
The Luv Memory pendant commemorates the love between Eric, a sailor who died aboard the Phantom Ship, and Olivia. Olivia drowned herself off what is now known as Olivia Cape, and she continues to haunt the waters, preventing ships from passing through the cape to the Shrine Jail. Once you have the Luv Memory pendant, you can calm Olivia's spirit and pass through to the Shrine Jail, where Simon and the Gaia Sword await!

GONDO CAVE

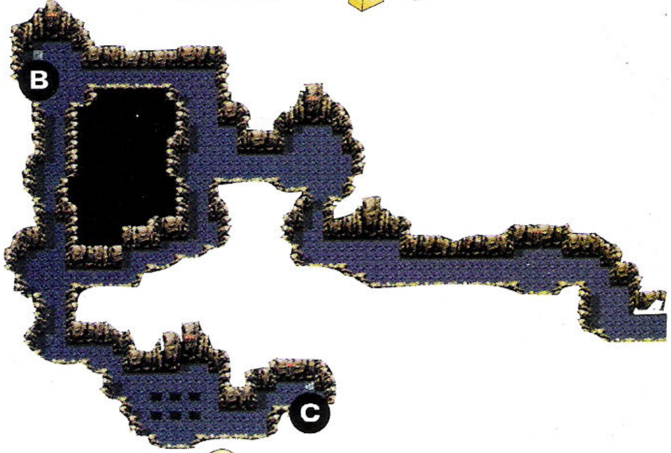
Other than Baramos' Castle, Gondo Cave is the most hazardous place in this part of the quest. If you have problems defeating the monsters you encounter on your way to the cave, level up your party more before attempting this dungeon. Gondo Cave is a long tunnel that takes you through the mountains to Gondo Shrine and Baramos' Castle on the other side. The Gondo Shrine contains the Silver Orb. You must collect the Orb and get Lamia to reach Baramos' Castle across the river.



▲ Basement 1 x 0

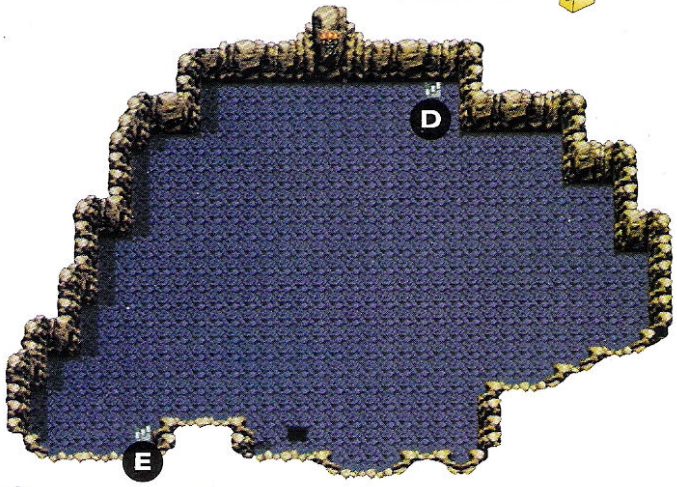


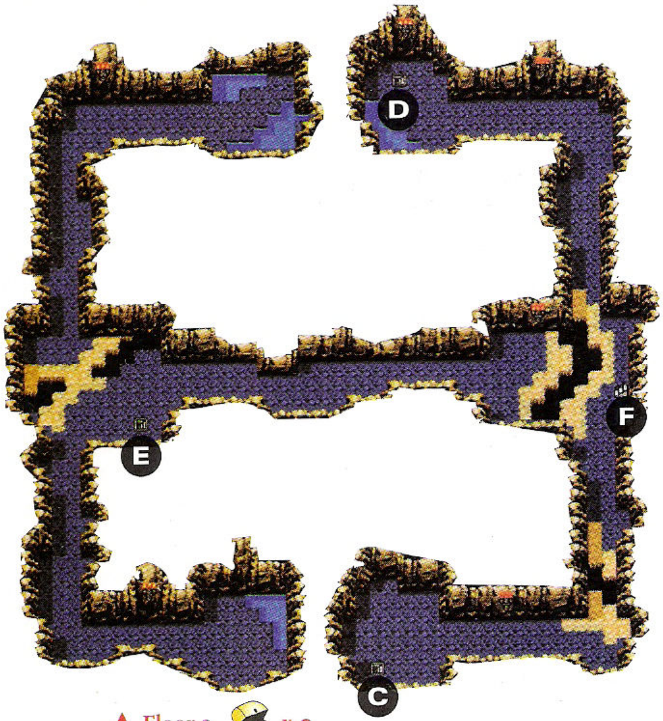
▲ Floor 1 x 3



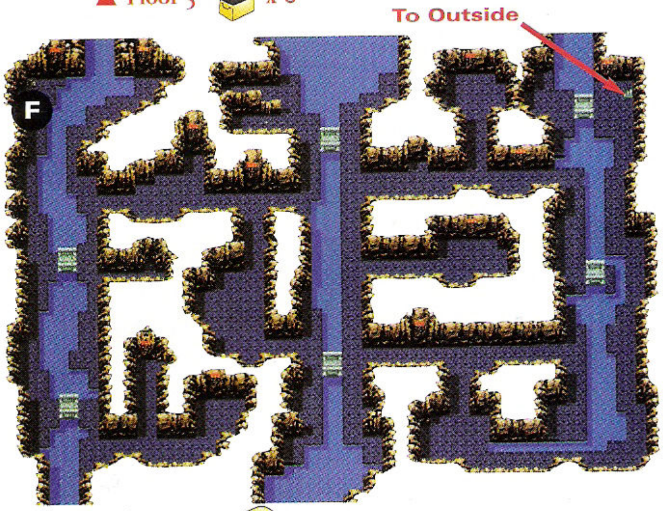
▲ Floor 2-1 x 0

▼ Floor 2-2 x 0



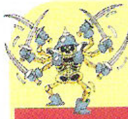


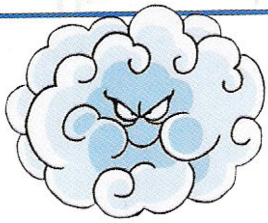
▲ Floor 3 x 0



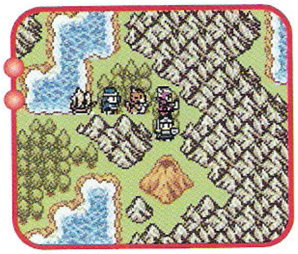
▲ Floor 4 x 0

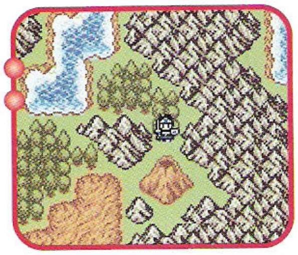
MONSTER DATA

	**HellNite**	Exp 1,190	G 73
	Hologhost	Exp 1,040	G 42
	IceCloud	Exp 1,070	G 68
	JewelBag	Exp 10	G 1,023
	Lionhead	Exp 1,350	G 98
	Metabble	Exp 40,200	G 10
	MiniDemon	Exp 587	G 89
	TortoLord	Exp 1,420	G 120
	Troll	Exp 1,030	G 105



HOW TO ACCESS GONDO CAVE





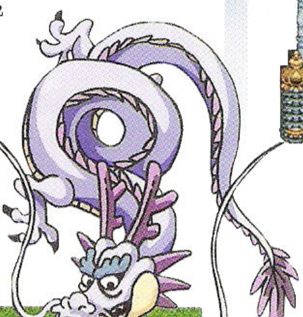
To access Gondo Cave you must obtain the Gaia Sword. Then sail southwest from Ashalam until you reach a dormant volcano. Toss the Gaia Sword into the volcano and watch as the lava creates a bridge. Once the lava cools, you can cross the bridge and head to Gondo Cave.

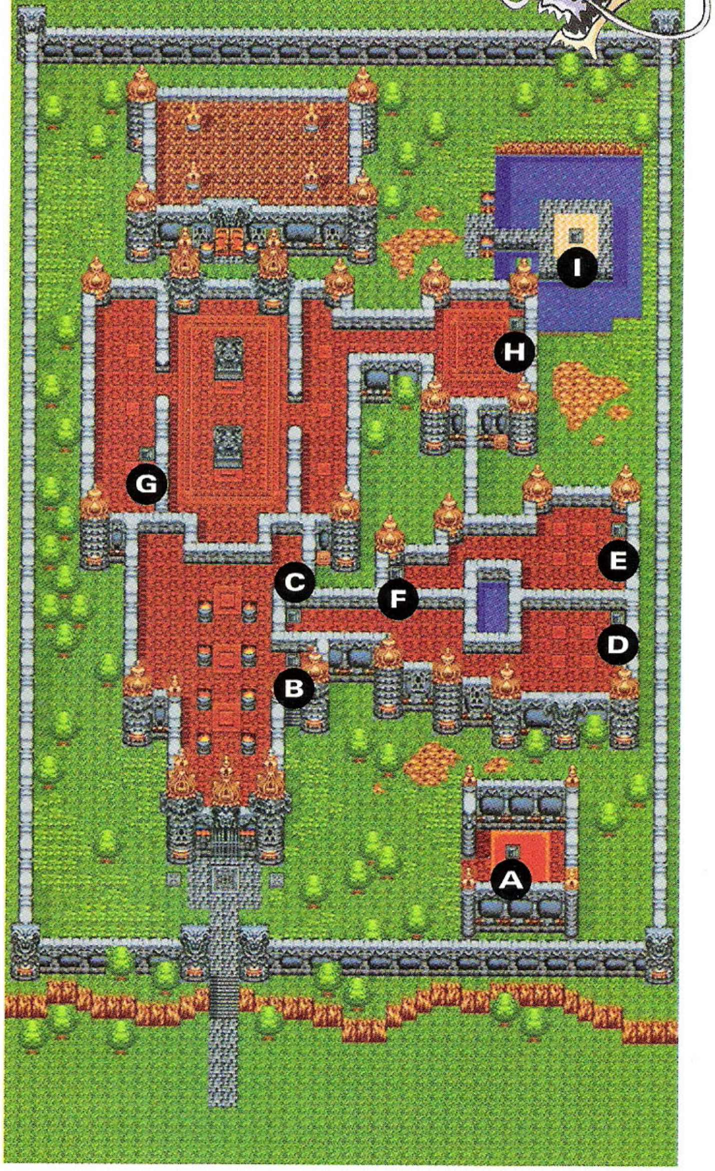
TREASURE DATA

1. TinyMedal
2. Thunder Sword
3. Blade Armor

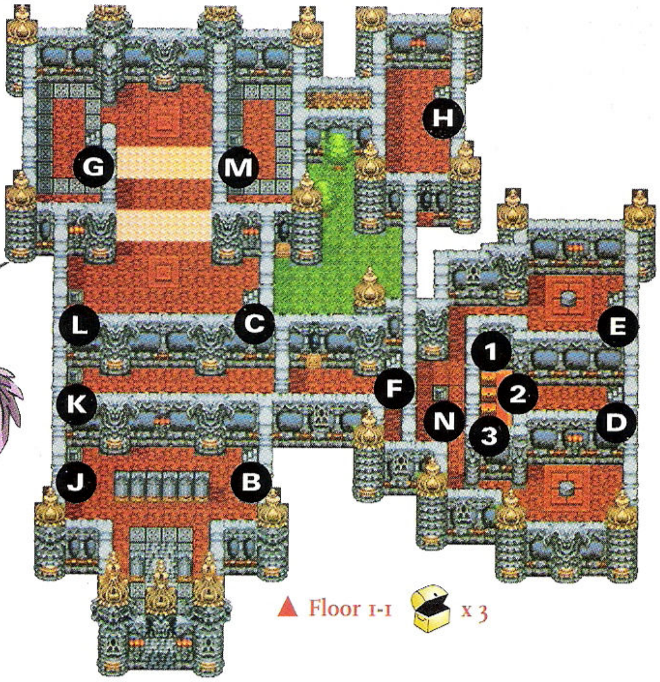
BARAMOS' CASTLE

Finally, you've reached Baramos' Castle. You must find Baramos and defeat him. The Castle's monsters are pretty tough, so make sure your party is L32 or higher. Also, stock up on Herbs (to save MP) and Wizard Rings (to recover MP), and buy the best weapons and armor possible. The path to Baramos is long and hard, and you'll want all the support you can get.



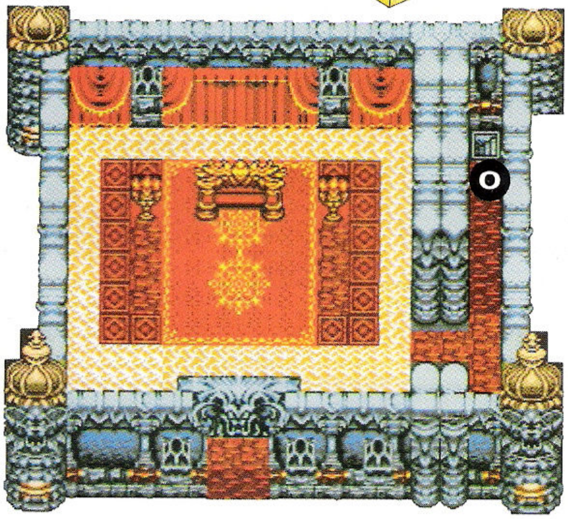


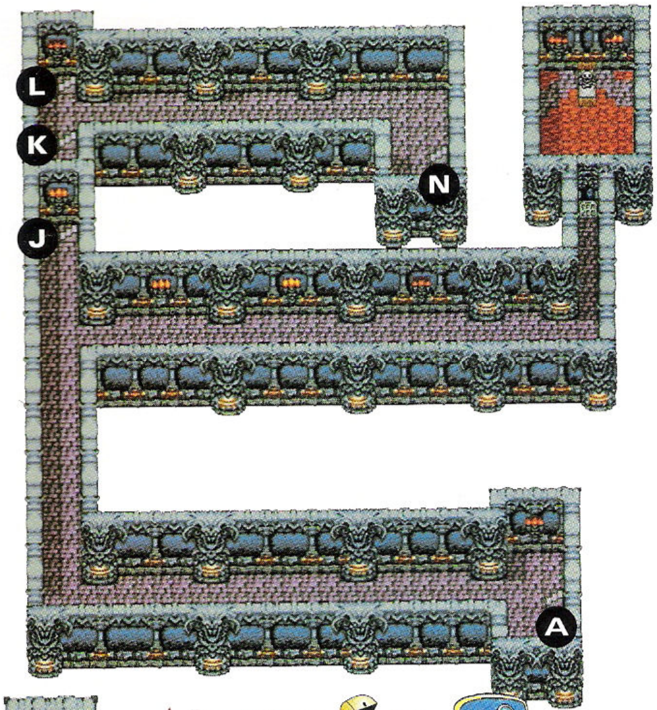
▲ Outside x 0



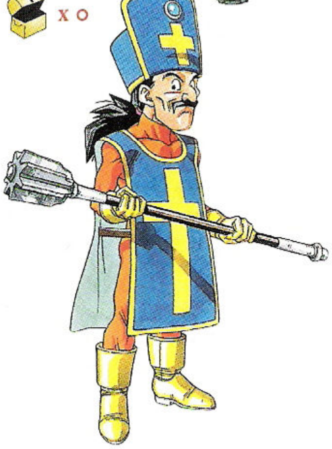
▲ Floor 1-1 x 3

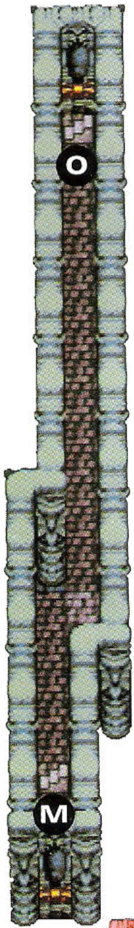
▼ Floor 1-2 x 0





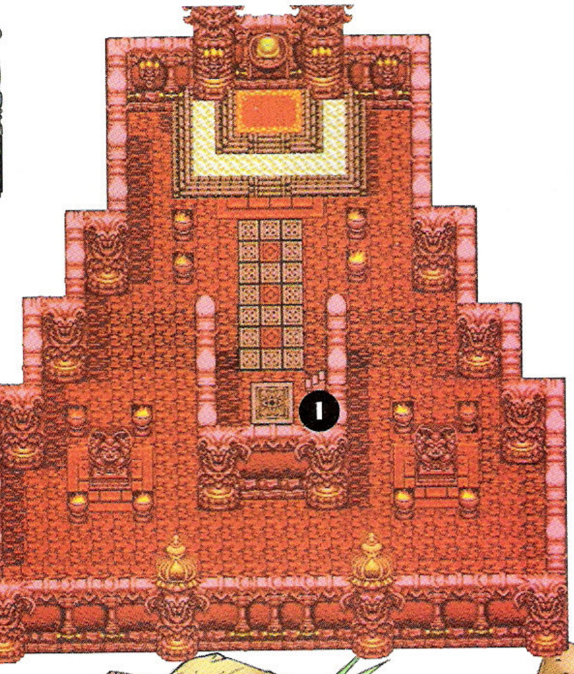
▲ Basement 1-1 x 0





◀ Basement 1-2 x 0

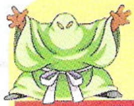
▼ Basement 1-3 x 0



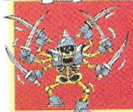
TREASURE DATA

1. Demon Axe
2. Wizard Ring
3. Misery Helmet

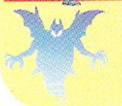
MONSTER DATA



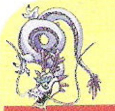
EvilMage
Exp 1,650
G 85



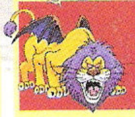
HellNite
Exp 1,190
G 73



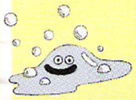
Hologhost
Exp 1,040
G 42



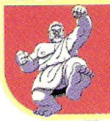
IceDragon
Exp 440
G 90



Lionhead
Exp 1,350
G 98



Metabble
Exp 40,200
G 10



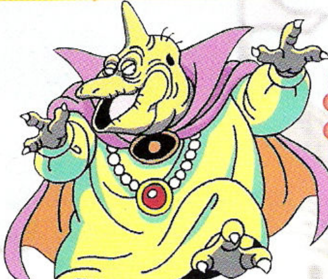
StoneMan
Exp 1,780
G 82

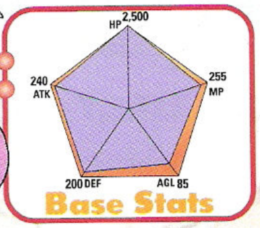
Boss: Baramos

Baramos is the hardest Boss you've faced yet. He has heavy-damage physical attacks and powerful magic spells such as Explodet, PanicAll, BlazeMost, and Disperse. Casting Bounce puts you at a disadvantage (because it reflects any healing or party-support spells you cast), but Barrier and StopSpell are musts. In fact, if you can silence Baramos you've won half the battle! Of course, Baramos also has a powerful, non-magical fire attack, but it's better than constantly being hit with BlazeMost and Explodet!

Use similar tactics as in previous Boss battles. Have two spell casters casting healing and support spells while your fighters pummel Baramos. Baramos is hard to defeat, but not impossible—as long as you keep everyone protected and healed.

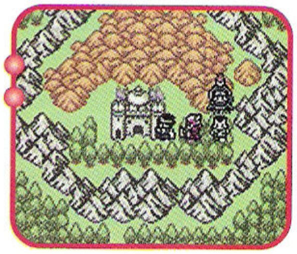
Baramos/Medal #133



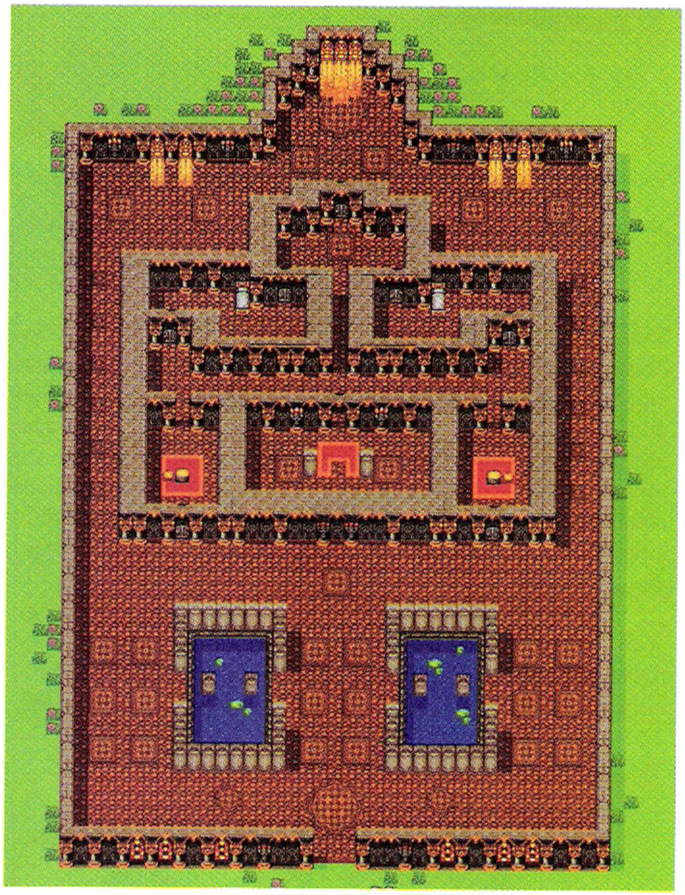


Location: Baramos' Castle
Gold: 0G Exp: 65,535 Items: None

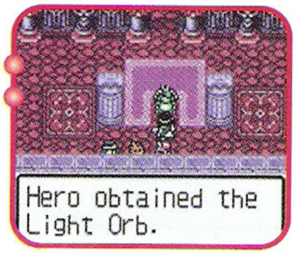
EMPRESS CASTLE



Empress Castle is surrounded by steep mountains to the north of the Jail Shrine and Olivia Cape. This mystical place is home to the pregnant Queen of the Dragons and a portal to other lands—if you bear the mark of Loto!



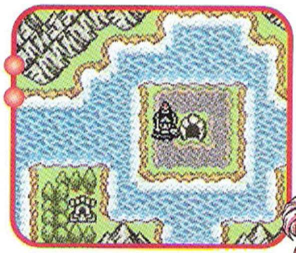
THE LIGHT ORB



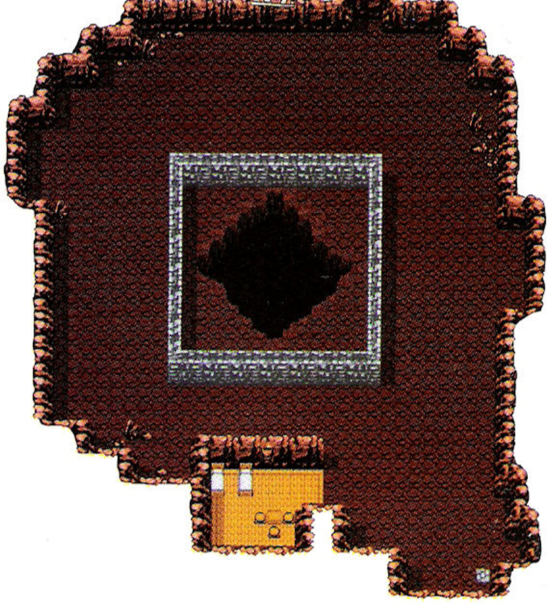
Hero obtained the Light Orb.

Get the Light Orb from the Queen of the Dragons before heading to Alefgard. Because you are an adventurer of repute, she's glad to entrust it to you.

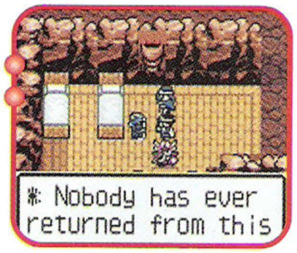
GIANA PIT



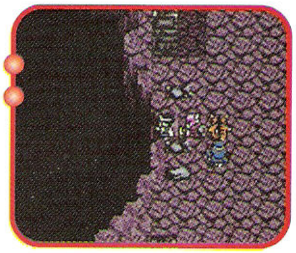
Giana Pit lies on the island opposite Baramos' Castle. If you visit it before you defeat Baramos, you'll find a pit surrounded by walls you can't get past. After you defeat Baramos and have been visited by the Demon Lord Zoma, the walls are in shambles. Jumping down the pit takes you to the Dark World, Alefgard.



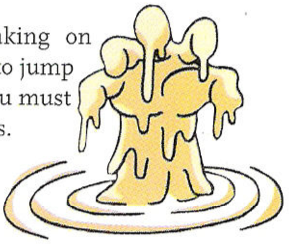
FOLLOWING IN YOUR DAD'S FOOTSTEPS



*: Nobody has ever returned from this



When you visit Giana Pit before taking on Baramos, you learn that the last person to jump down the pit was your father, Ortega. You must defeat Baramos to follow in his footsteps.



TANTEGEL

Tantegel, the royal city of Alefgard, is the first city to seek out. From Tantegel Jetty, sail southeast to the shore, then trek east until you see the city and Zoma's Castle to the southeast across the river. Visit with the King of Tantegel to learn about the world's history under Zoma's reign. This gives you insight about the quest ahead.

Facilities in Tantegel:

Inn: 1G/Person a Night

ITEM SHOP

Item	Effect	Cost
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Repellent	Repels weak monsters	20G
Warp Wing	Return to town	25G
Moon Herb	Cures Paralysis	30G
Hide Herb	Invisibility	300G

WEAPON AND ARMOR SHOP

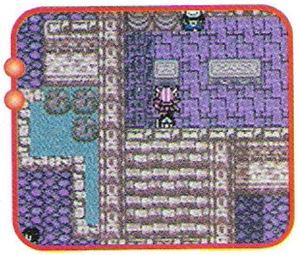
Item	Effect	Cost
Dragon Sword	ATK +79	15,000G
Power Knuckle	ATK +40	7,100G
Angel Robe	DEF +35	3,000G
Dragon Mail	DEF +45	9,800G
Dragon Shield	DEF +32	3,500G
Silver Shield	DEF +40	8,800G
Mythril Helm	DEF +38	18,000G

KANDAR REFORMED?

Kandar: Oh!
It's you!

In Tantegel you run into an old nemesis who swears that he has reformed. To prove this, he tells you the location of the Sun Stone, one of the items needed to get the Rainbow Drop.

THE SUN STONE



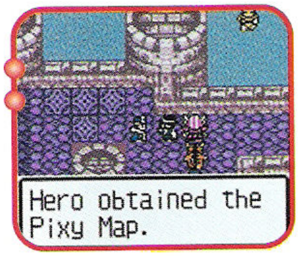
To find the Sun Stone, head to the Castle Kitchen and look for a staircase hidden by a stone ceiling. The screenshot here shows its location. In the room upstairs is the Sun Stone.

MISSING ARMOR

together the Kings
Sword, Light Armor

On the First Floor of Tantegel Castle you find some empty treasure chests. The weapons and armor once contained in these chests were stolen and hidden throughout the land. It's your job to collect them all. Only the one with the Hero Shield, Light Armor, and King's Sword can defeat the Demon Lord Zoma.

THE PIXY MAP

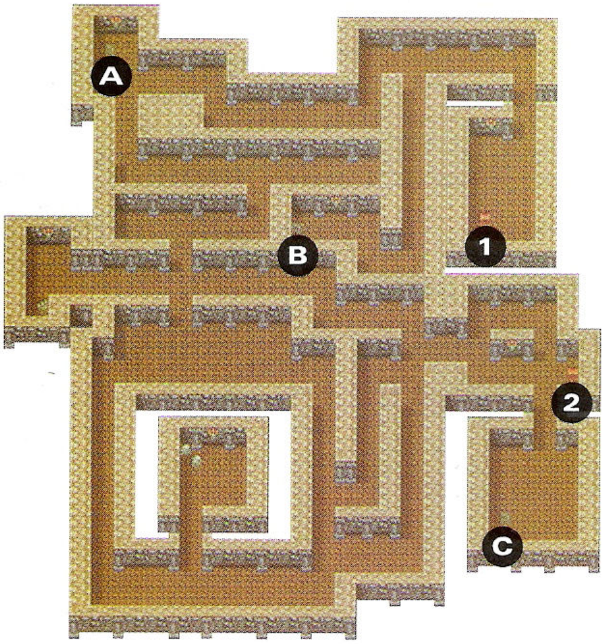


Hero obtained the
Pixy Map.

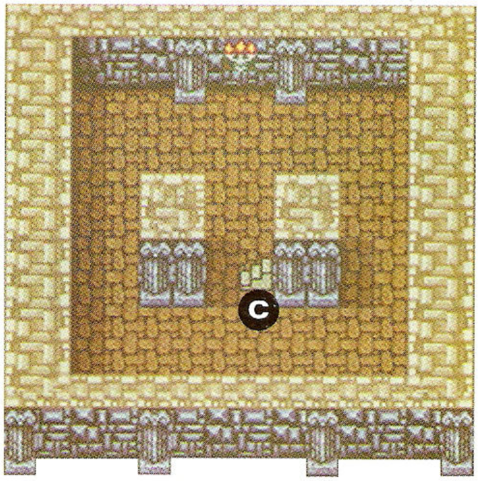
On the roof of the Castle, talk to a person walking in the northwest corner. He gives you the Pixy Map. This is the Alefgard version of the Magic Map and it works in exactly the same way.

ROCKY CAVE

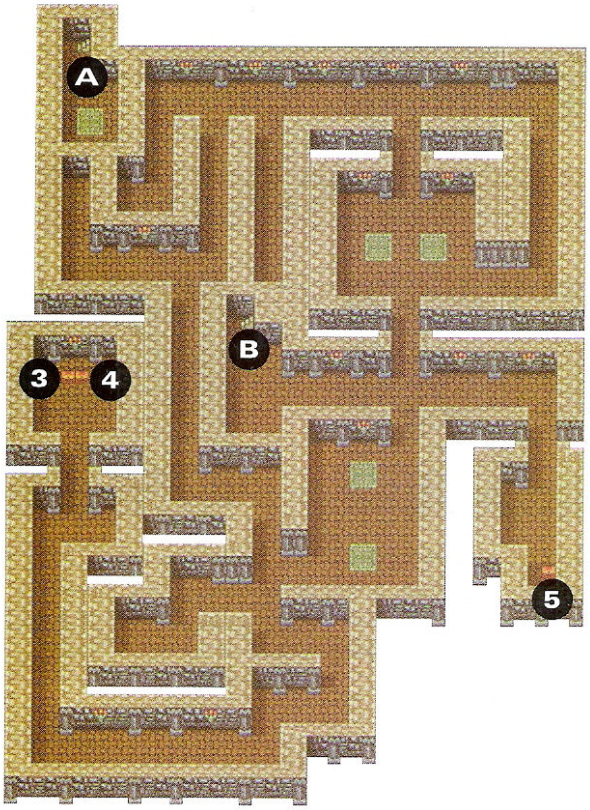
Rocky Cave is in the mountainous area southwest of Tantegel. It's a low-key dungeon with some interesting treasures and challenging monsters. This is a good place to level up your characters.



▲ Basement 1 x 2



▲ Basement 2 x 0



▲ Basement 2 x 3

TREASURE DATA

1. 1,016G
2. Wizard Ring
3. Devil Sword
4. Devil Armor
5. TinyMedal

MONSTER DATA

	DarthBear Exp 2,080 G 130		**Hologhost** Exp 1,040 G 42
	Goopi Exp 720 G 78		**JewelBag** Exp 10 G 1,023
	HellNite Exp 1,190 G 73		**TortoLord** Exp 1,420 G 120

DOMDORA

Domdora is a sprawling village in the desert. Talk to its people to gain information about your quest for the Rainbow Drop. The townspeople know the location of the Pixy Flute, the function of the Light Orb, and where you can find some Oricon. Explore this town thoroughly!

Facilities in Domdora:

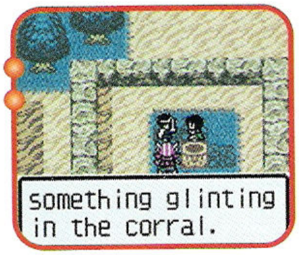
INN

Inn: 25G/Person a Night

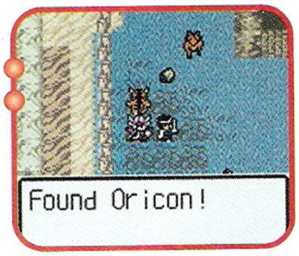
ITEM SHOP		
Item	**Effect**	**Cost**
Herb	Recovers HP	8G
Antidote	Cures Poison	10G
Repellent	Repels weak monsters	20G
Warp Wing	Return to town	25G
Moon Herb	Cures Paralysis	30G
Brave Book	Changes Personality	90G

WEAPON AND ARMOR SHOP		
Item	**Effect**	**Cost**
Dragon Sword	ATK +79	15,000G
Snow Sword	ATK +90	23,000G
Magic Robe	DEF +30	4,400G
Dragon Mail	DEF +45	9,800G
Heal Shield	DEF +50	15,000G
Tight Swimsuit	DEF +1	78,000G

ORICON



something glinting
in the corral.



Found Oricon!

A man in the Inn has come to Domdora in search of a metal called Oricon. This metal can be forged into swords of incredible strength. The King's Sword is rumored to be made of Oricon. To find the Oricon, go to the southern part of the city and talk to the people there. A woman by the well remembers seeing something glittering in the corral. You'll find the Oricon in the long grass.

MERCADO

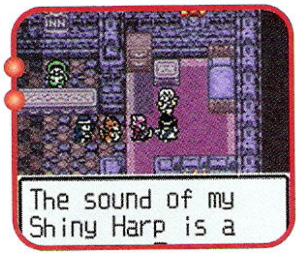
Mercado is known for the high walls that protect the city from outside evils. Unfortunately, a tiredness plagues Mercado's citizens. None of the many businesses are open because the owners are so tired and depressed. The only facilities open are the Inn and the shrine in the south.

Facilities in Mercado:

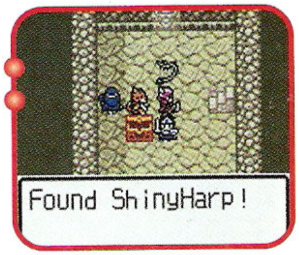
INN

Inn: 25G/Person a Night

GARIN AND THE SHINY HARP



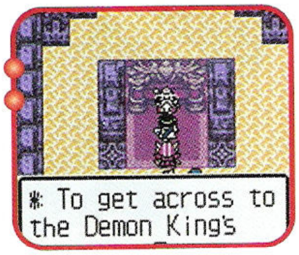
The sound of my
Shiny Harp is a



Found ShinyHarp!

In the Inn you meet the famous traveling bard, Garin. Garin owns a splendid instrument called the Shiny Harp. Playing this instrument calls any monster nearby. This is a boon if you want some extra experience points. To get this treasure, travel to Garin's house in the continent's northwest corner and search the ground by a chest in the basement.

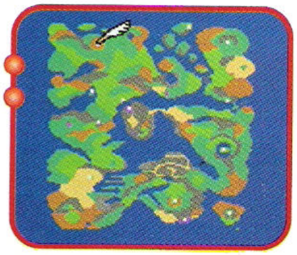
THE SAGE IN THE TEMPLE



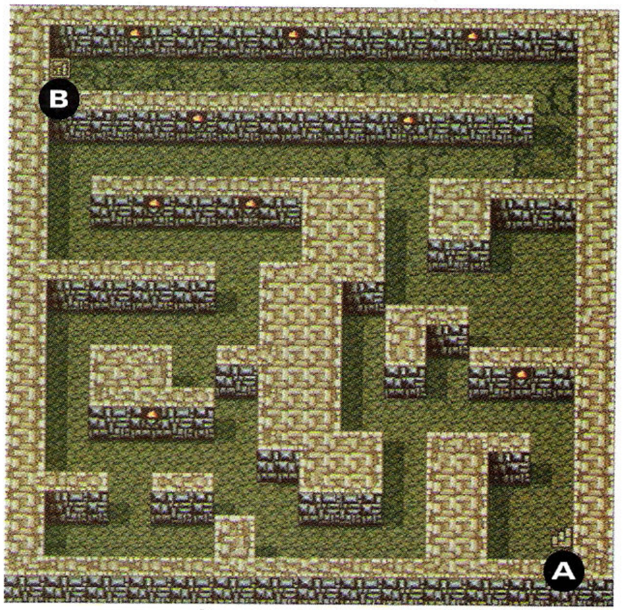
✱ To get across to
the Demon King's

Talk to the sage in the electrified temple to learn about the items you need to cross over to Zoma's Castle. Find the Sun Stone, Rain Staff, and Crest and take them to the Sacred Shrine on the island in the southeast.

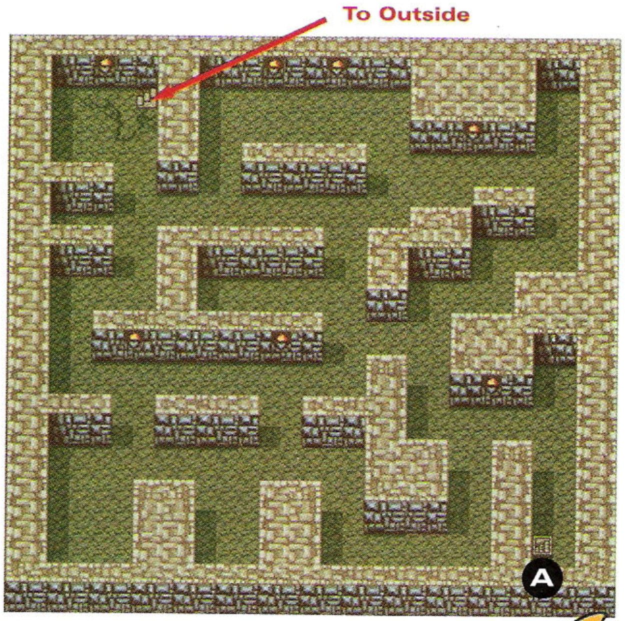
NAIL MARK



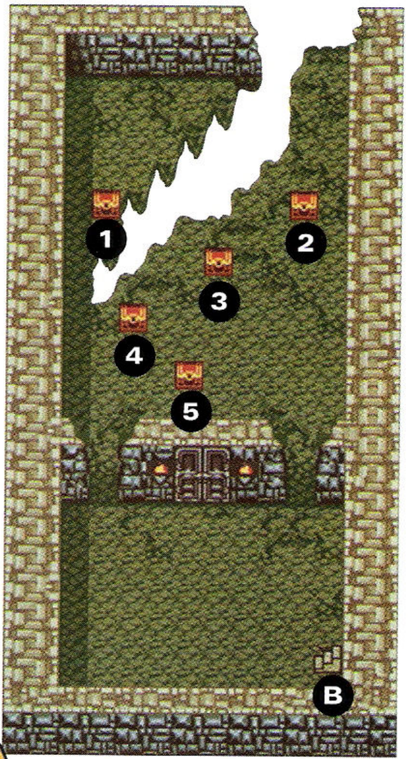
Nail Mark is one of the most difficult dungeons in Alefgard. Its twisted hallways are patrolled by Salamandr, Hydra, and other dangerous monsters. To make things worse, magic is prohibited in Nail Mark. The monsters you meet cannot use magic against you, but you cannot use magic to heal your party either. Save Nail Mark until after you've collected the King's Sword and Light Armor. At the bottom of Nail Mark, by the forge, is the Hero Shield.



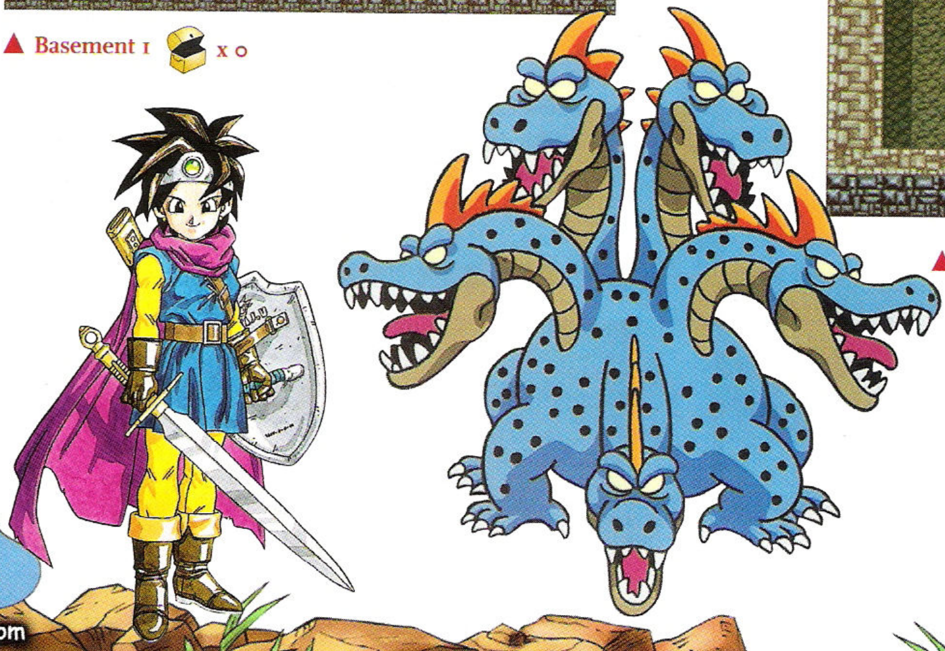
▲ Basement 2 x 0



▲ Basement 1 x 0



▲ Basement 3 x 5



TREASURE DATA

1. Hero Shield
2. TinyMedal
3. Mimic
4. 1,016G
5. 960G

MONSTER DATA

Archmage
Exp 2,850
G 140

Salamandr
Exp 6,000
G 180

Hydra
Exp 3,090
G 95

TrollKing
Exp 3,050
G 120

KOL

Kol lies in Alefgard's northeast corner. This city is near Rubiss Tower, making it a good base while you level up and prepare for the dungeon. In Kol are the Pixy Flute and a man from Zipangu, who is known for the amazing things he can forge from good piece of metal. Kol is also the home of the fourth Pachisi Track.

Facilities in Kol:

INN

Inn: 31G/Person a Night

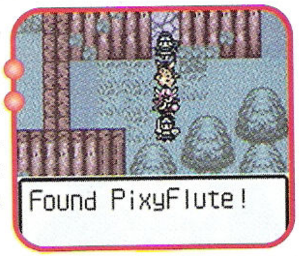
ITEM SHOP

Item	Effect	Cost
Herb	Recovers HP	8G
Repellent	Repels weak monsters	20G
Warp Wing	Return to town	25G
Moon Herb	Cures Paralysis	30G
Pierce	—	950G

WEAPON AND ARMOR SHOP

Item	Effect	Cost
Zombie Sword	ATK +67	9,800G
War Hammer	ATK +70	9,500G
Power Knuckle	ATK +40	7,100G
Blade Armor	DEF +55	6,500G
Water Robe	DEF +50	12,500G
Silver Shield	DEF +40	8,800G
Sage's Staff	ATK +50	15,000G

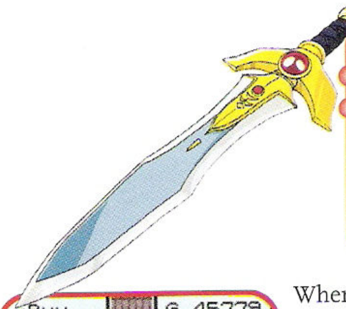
THE PIXY FLUTE



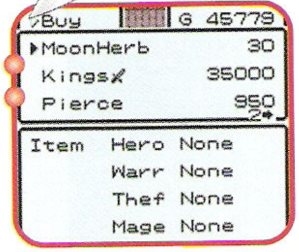
Found PixyFlute!

If you've played *Dragon Warrior I*, you already know where to find the Pixy Flute. If not, let the hints you get in Domdora lead you to the Baths in Kol. Search the grass south of the Baths to find the Pixy Flute.

THE KING'S SWORD



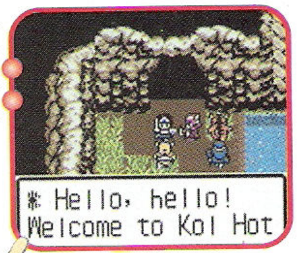
✱ This is an item shop.



```
>Buy          G 45779
▶MoonHerb          30
 Kings✗         35000
 Pierce           950
Item  Hero  None
      Warr  None
      Thef  None
      Mage  None
```

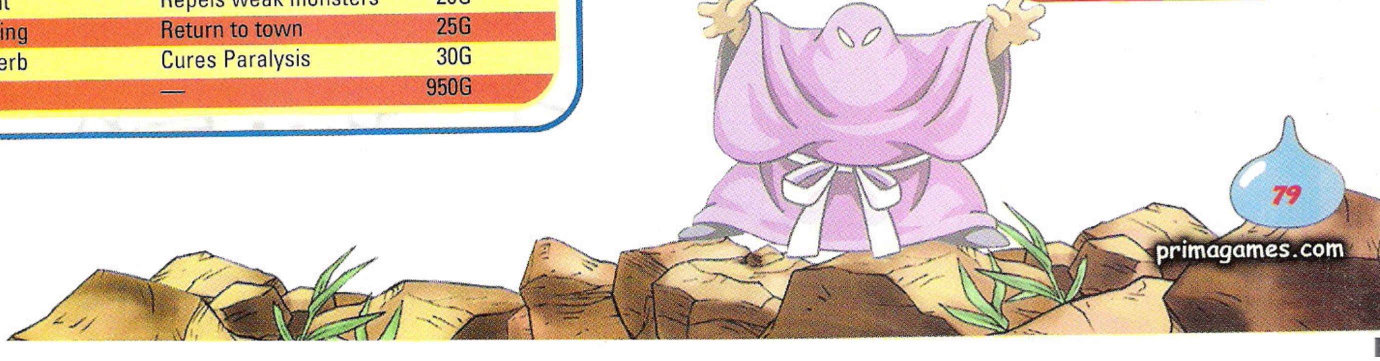
When you have the Oricon, travel to Kol to have the Item Shop's owner turn it into the King's Sword. First, sell the Oricon to the shopkeeper (you can sell the Oricon only at this shop). Next, leave town and return immediately. When you revisit the Item Shop, you see the King's Sword on the item list.

THE FOURTH PACHISI TRACK

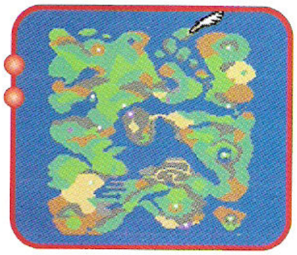


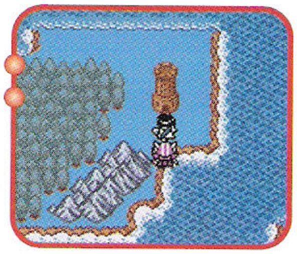
✱ Hello, hello!
Welcome to Kol Hot

Find the entrance to the fourth Pachisi Track at the bottom of the well in Kol. Here you can win lots of prizes and rest up before continuing your quest.

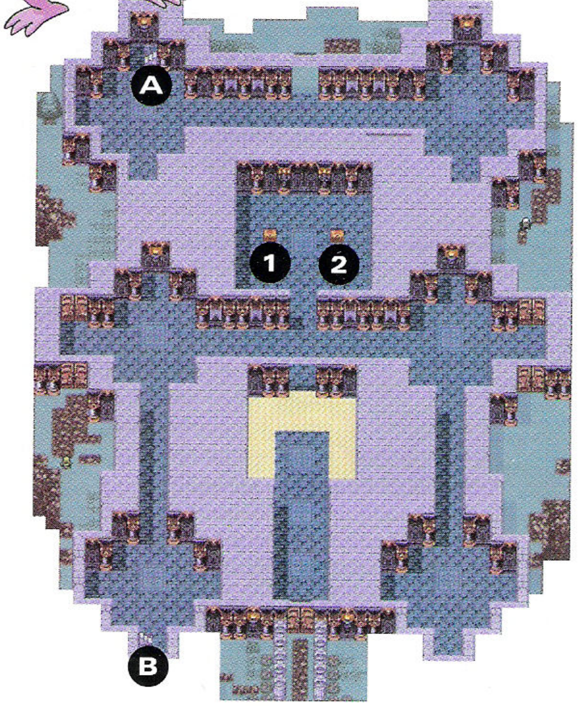


RUBISS TOWER

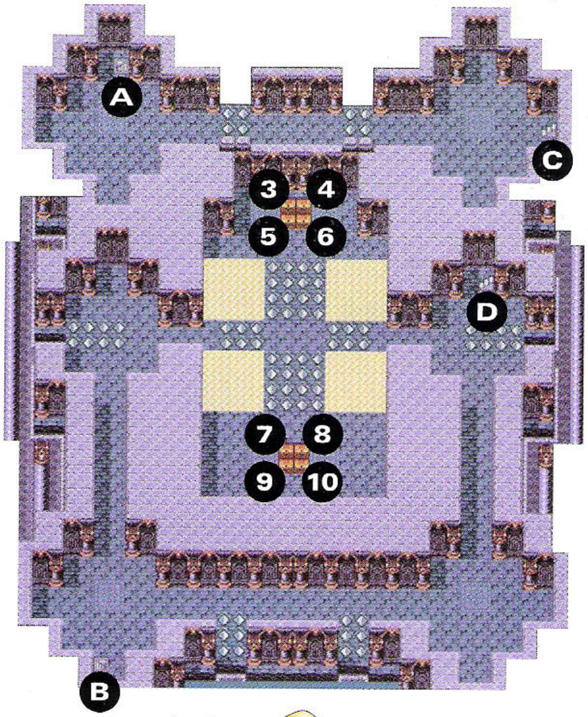




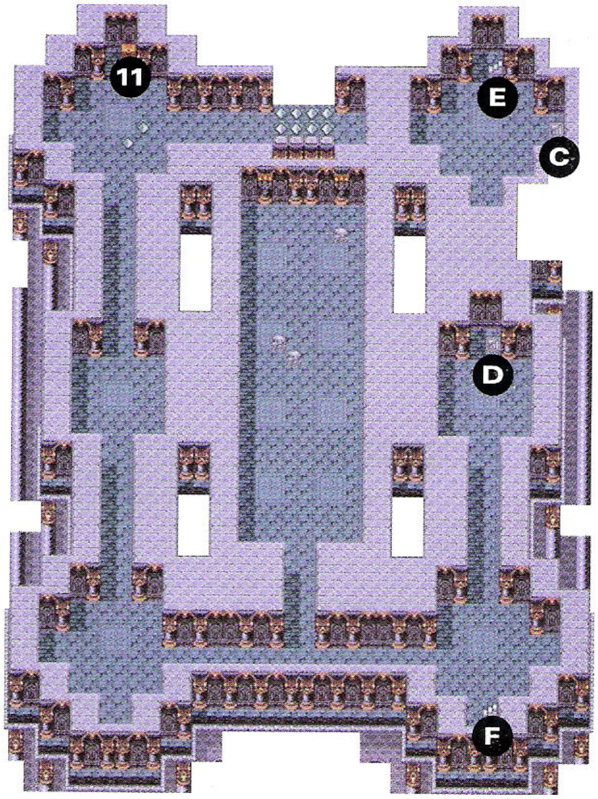
Rubiss Tower contains two of the items needed to conquer Zoma. First, get to the top of the tower and grab the Light Armor from the chest. Then look for a ledge in the northwest corner of the Third Floor and jump off it to find a hidden entrance into the back of the tower. Take the stairs to the Fifth Floor and find the statue of Rubiss. If you play the Pixy Flute in front of the statue, it will awake and give you the Crest! For more hints or information about the tower, look for people on the east and west courtyards off the First Floor.



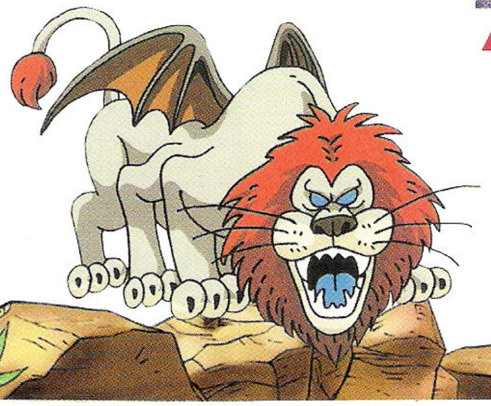
▲ Floor 1 x 2

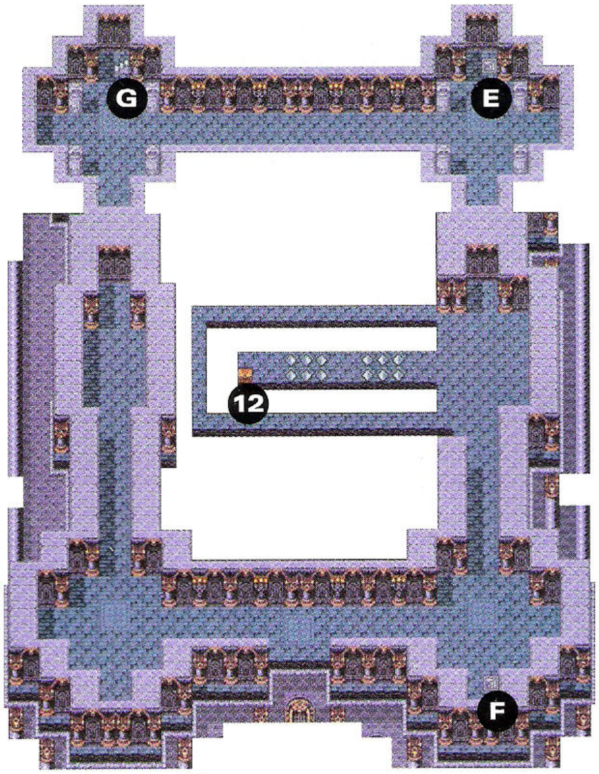


▲ Floor 2 x 8

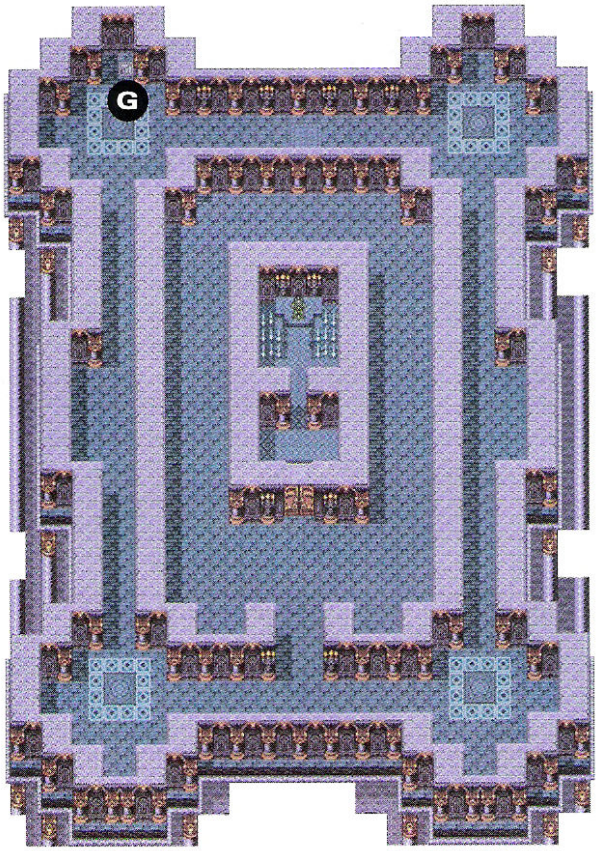


▲ Floor 3 x 1





▲ Floor 4 x 1



▲ Level 5 x 0

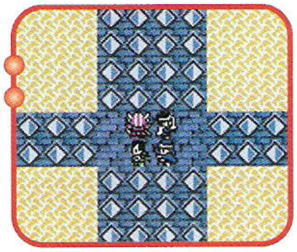
TREASURE DATA

1. Mimic
2. 1,016G
3. STR Ring
4. TinyMedal
5. Mimic
6. 960G
7. LifeAcorn
8. Love Ring
9. Flame Boomerang
10. LifeAcorn
11. TinyMedal
12. Light Armor

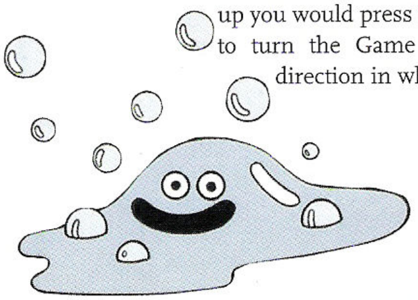
MONSTER DATA

	DarthBear	Exp 2,080	G 130
	Ghoul	Exp 1,270	G 48
	Goopi	Exp 720	G 78
	Leona	Exp 2,780	G 90
	MagWyvern	Exp 2,240	G 125
	Metabble	Exp 40,200	G 10
	Salamandr	Exp 6,000	G 180
	TortoLord	Exp 1,420	G 120
	VileShade	Exp 1,710	G 77
	VoodooWiz	Exp 1,930	G 105
	WingDemon	Exp 2,490	G 90

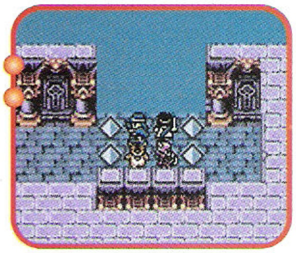
THE ROTATING TILES

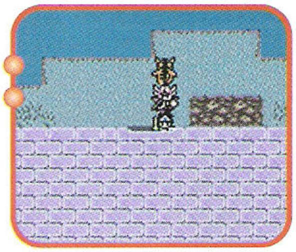


The diamond shaped tiles in Rubiss Tower present a new challenge. When you step on one of these tiles, the controller directions go all screwy! This puzzle's secret lies in the tile colors. Tiles with white on the left side and black on the right turn the directions one step counter-clockwise. So, to go up you would press left, etc. Tiles with the white on the right side and black on the left turn the controller directions one step clockwise (so to go up you would press right). The easiest solution is to turn the Game Boy unit sideways in the direction in which the white side points.



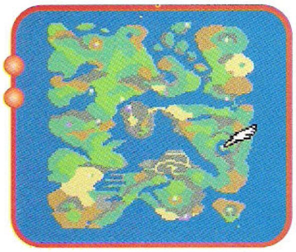
THE JUMP-OFF POINT

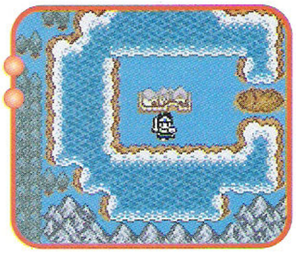




From the front entrance you can only reach the front of the Castle and the Light Armor. To get to the statue of Rubiss on the Fifth Floor, you need to get to the back entrance. On the Third Floor, you find a ledge covered in rotating tiles. Hop off this ledge to land on a narrow strip of land. Look for the door to the back part of the tower.

RIMULDAR





Rimuldar is the last of the large cities on Alefgard. It is also the closest to the Zoma's Castle.

Facilities in Rimuldar:

INN

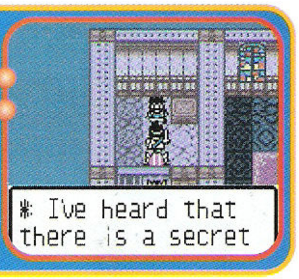
Inn: 20G/Person a Night

WEAPON AND ARMOR SHOP

Item	Effect	Cost
Falcon Sword	ATK +5	25,000G
Bastard Sword	ATK +105	31,000G
Evade Suit	DEF +23	2,900G
Dragon Shield	DEF +32	3,500G
Ogre Shield	DEF +60	25,000G
Great Helm	DEF +45	35,000G

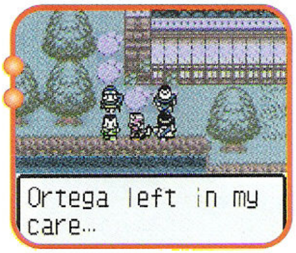
NOTE

Find the hidden stairway west of the fortune teller's, and talk to the prisoner upstairs! He knows some crucial information about Zoma's Castle!



＊ I've heard that there is a secret

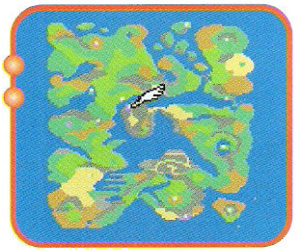
THE LIFE RING

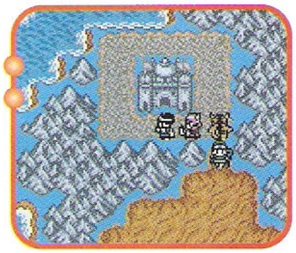


Ortega left in my care...

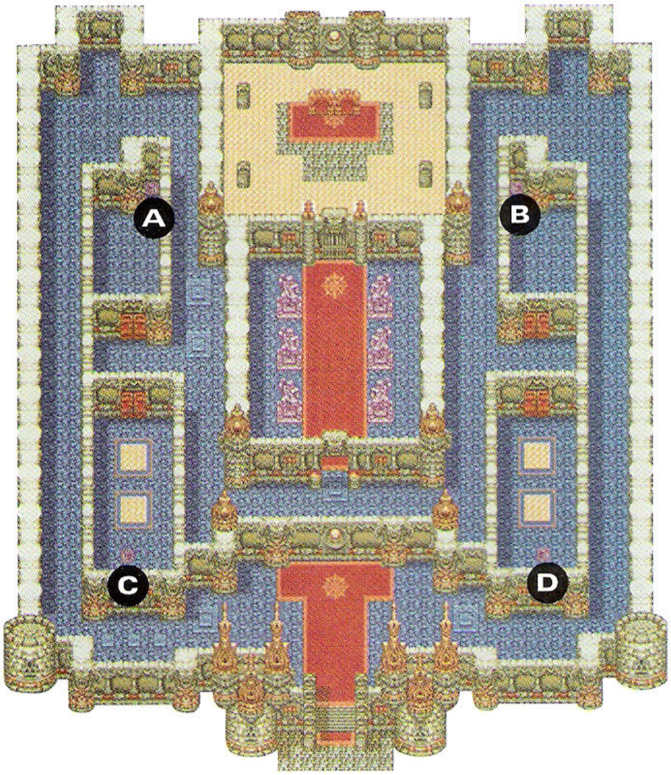
A small room behind the Inn has a treasure chest containing a Life Ring. The wearer recovers HP while walking around—just the thing for a dungeon exploration. Talk to the man behind the Inn to learn that the ring belonged to Ortega himself!

ZOMA'S CASTLE



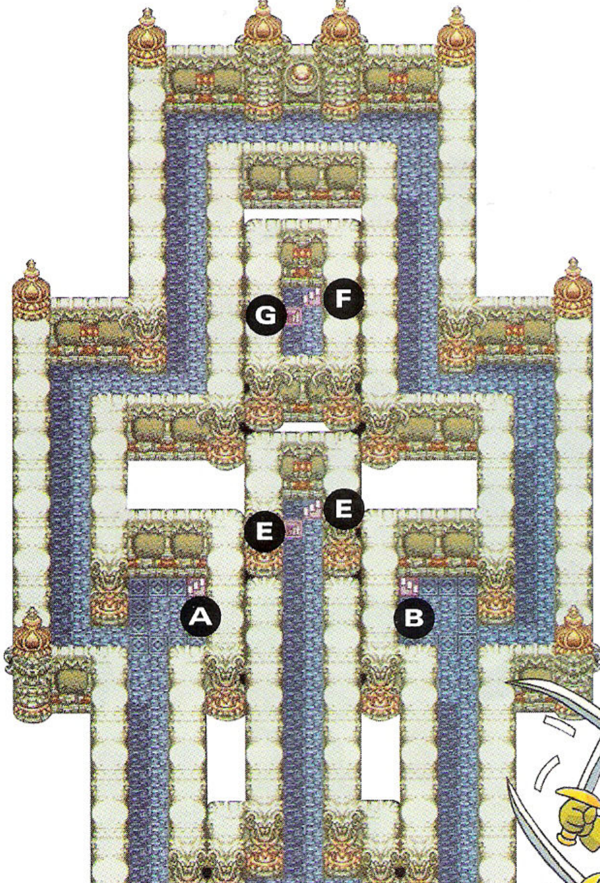


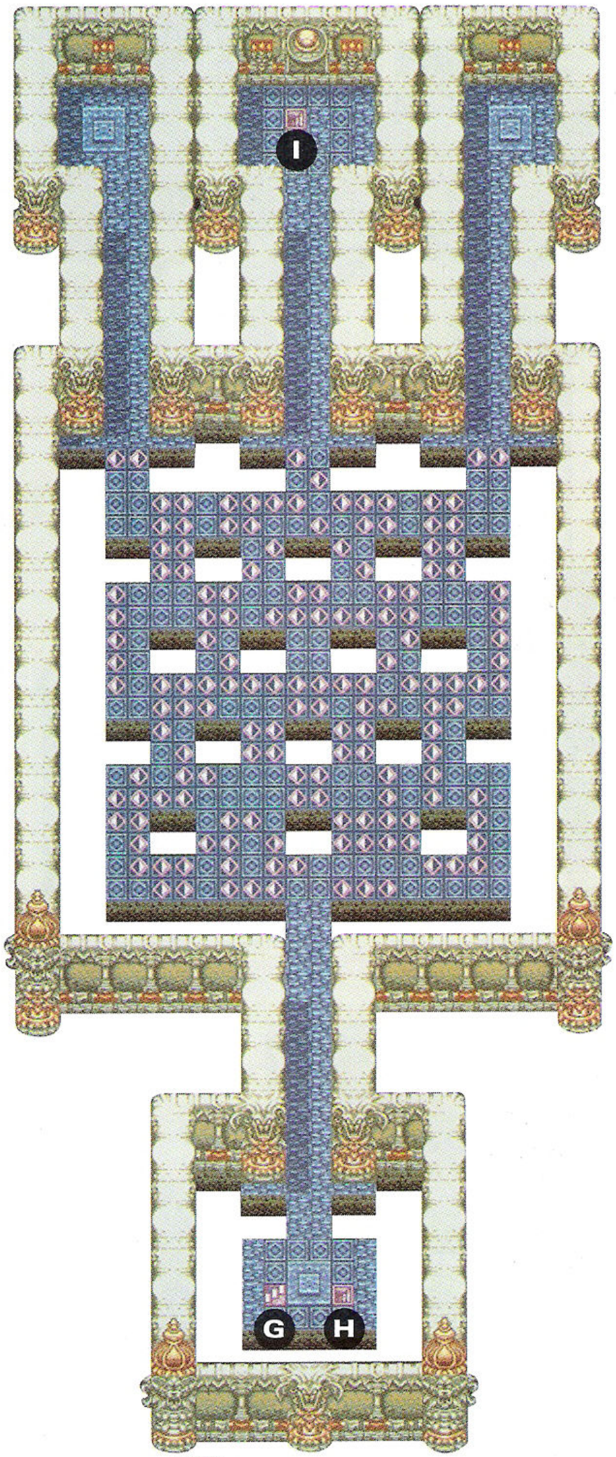
When you've collected the Light Orb, Rainbow Drop, Hero Shield, Light Armor, and the King's Sword, approach Zoma's Castle. Use the Rainbow Drop to create a bridge to the island, and cast StepGuard to protect your party while crossing the poisonous swamp. Zoma's Castle is the game's final challenge. Here you face four Bosses in a row, so come prepared! You fight through five floors to get to Zoma's hidden lair. A full sack of Herbs is a must (to conserve MP), as are as many Wizard Rings as you can get. LifeStones and World Leaves are also handy in case one of your spell casters falls in battle. If your characters are at L40 or higher, you will survive this challenge.



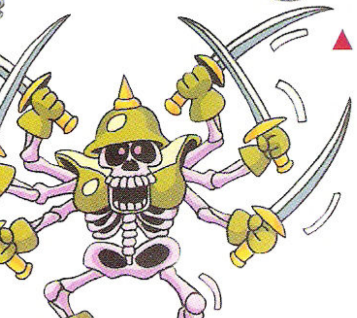
▲ Floor 1 x 0

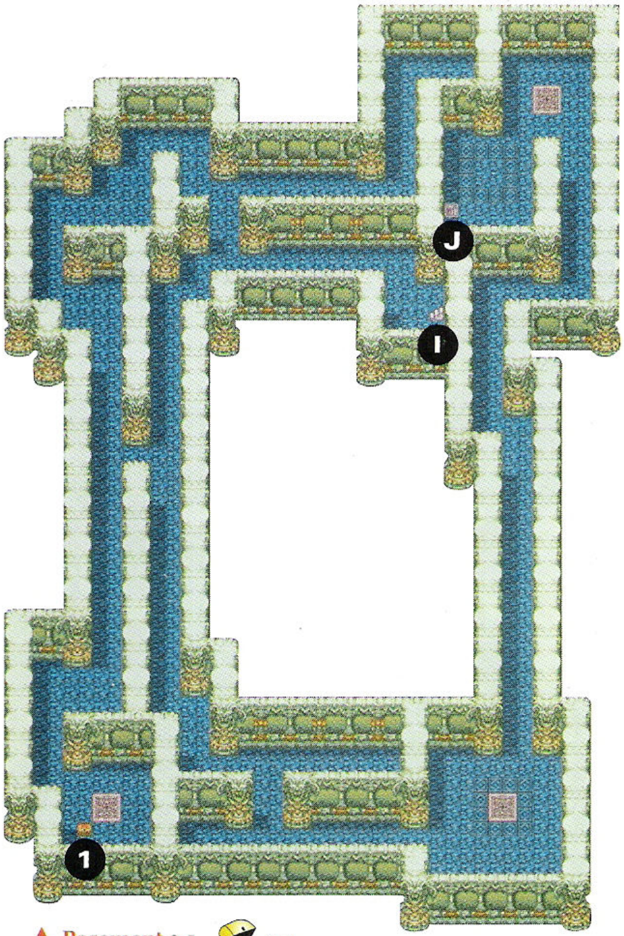
▼ Basement 1 x 0



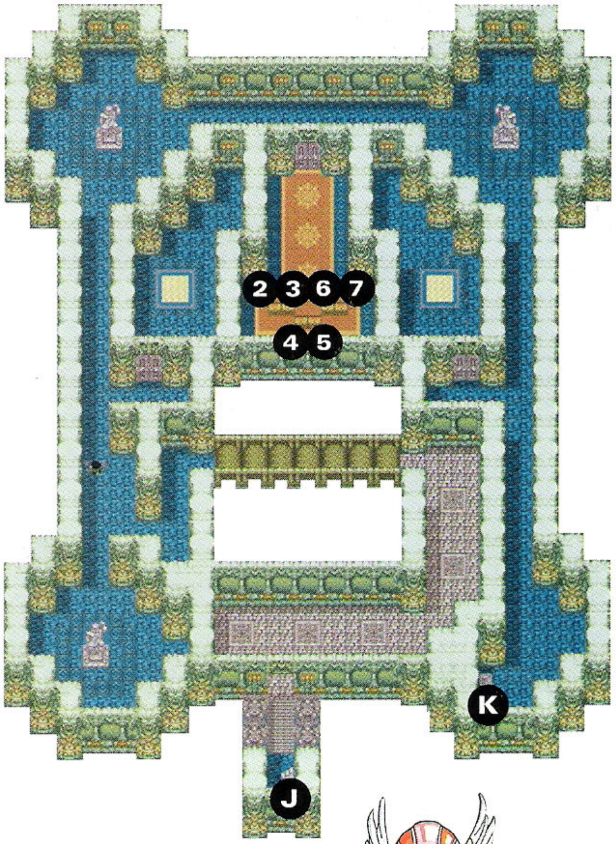


▲ Basement 2 x 0

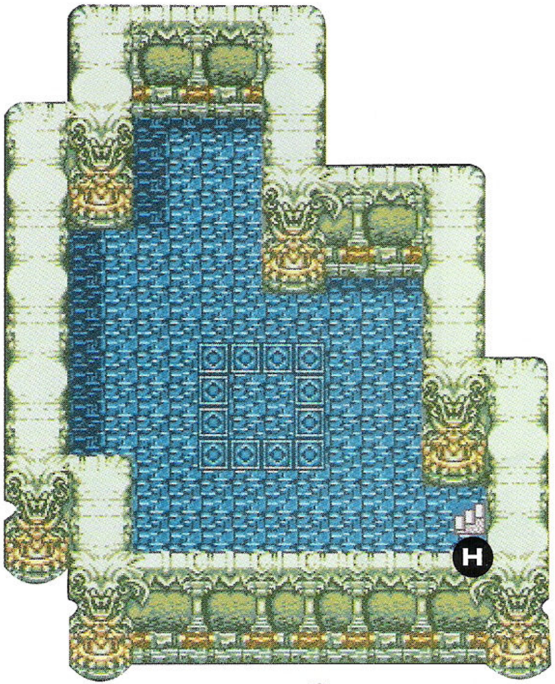




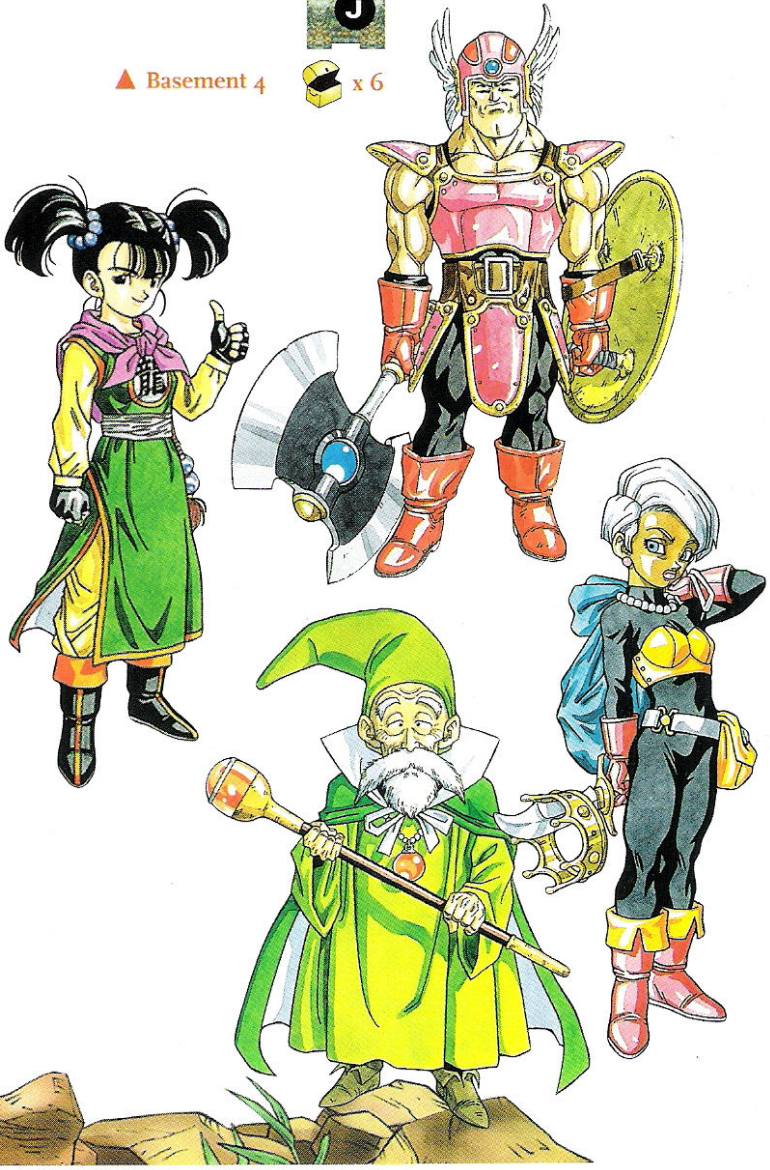
▲ Basement 3-1 x 1

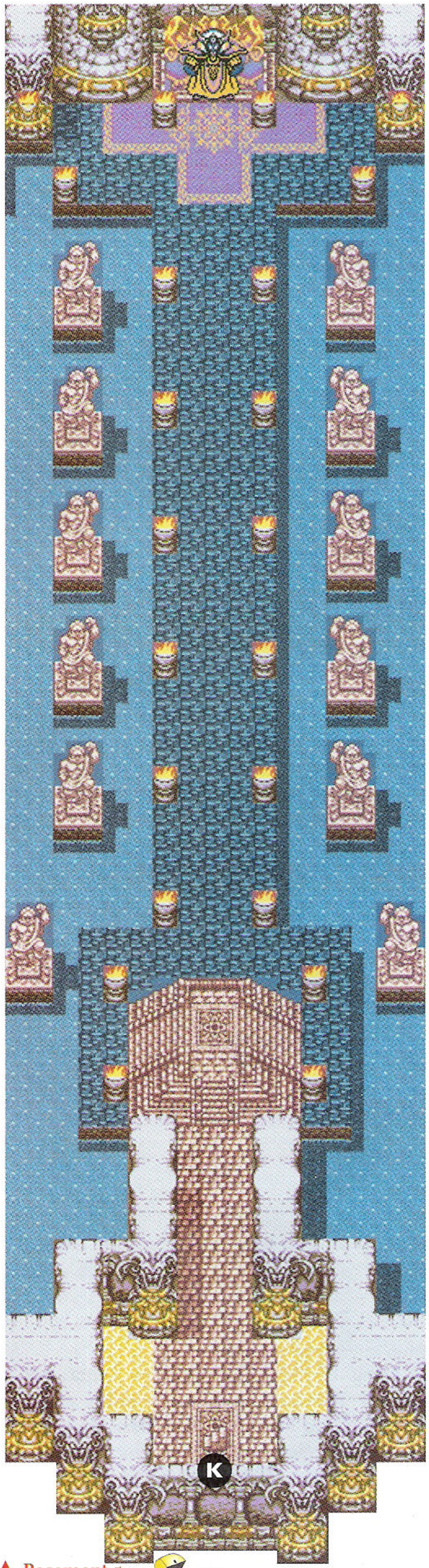


▲ Basement 4 x 6



▲ Basement 3-2 x 0





▲ Basement 5 x 0

TREASURE DATA

1. 2-Edged Sword
2. TinyMedal
3. LifeStone
4. World Leaf
5. Sage Rock
6. Wizard Ring
7. Mimic

MONSTER DATA

Archmage
Exp 2,850
G 140

Balrog
Exp 3,270
G 80

Dragon
Exp 2,600
G 107

GrndTitan
Exp 2,500
G 150

Hydra
Exp 3,090
G 95

Mantigore
Exp 3,060
G 120

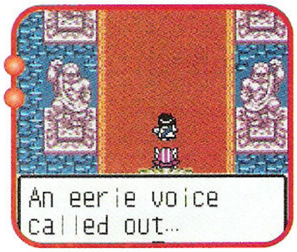
Putregon
Exp 3,500
G 53

Salamandr
Exp 6,000
G 180

Swordoid
Exp 3,180
G 87

TrollKing
Exp 3,050
G 120

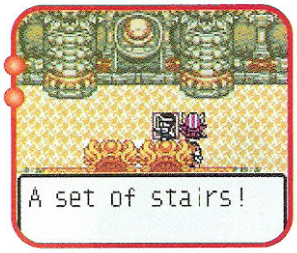
THE HALL OF GRNDTITANS



An eerie voice called out...

Your first test in Zoma's Castle comes right away. To get to Zoma's throne room, you must survive the hall of GrndTitans. When you pass these powerful statues guarding the hallway, they come to life and attack you. GrndTitans are the same monsters that the Goopis call, so you have experience defeating them.

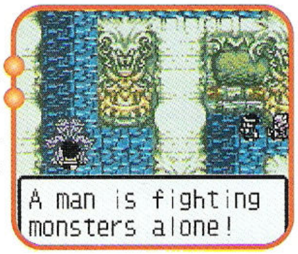
THE HIDDEN STAIRWELL



A set of stairs!

The path to the next floor lies hidden in the electrified tiles surrounding Zoma's throne. Search the ground behind the throne to uncover a set of stairs! If you use any other stairs, you get stuck in a loop.

ORTEGA, AT LAST!



A man is fighting monsters alone!

When you get to Floor B4, you come across a strangely familiar warrior. In the hallway ahead of you, a warrior battles a KingHydra. Will he win or lose?

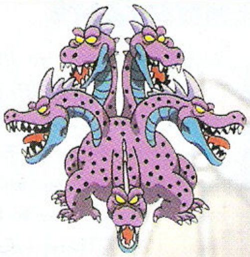
Boss: The Demon Lord Zoma and His Henchmen

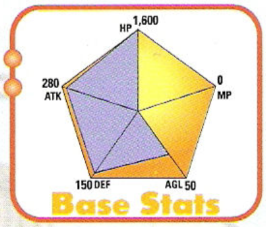
Before you can take on Zoma, defeat three of his toughest henchmen. Each monster provides a unique challenge, and you must beat it while saving most of your resources for Zoma. Plenty of Wizard Rings help. Using the Sage Rock in battle is the equivalent of casting HealUs without using any valuable MP. Have one of your spell casters use this item every round or two.

KingHydra

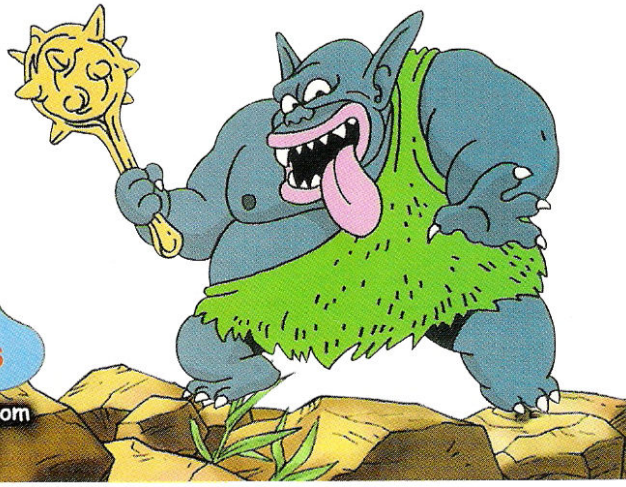
The KingHydra is first. This fire-spewing beast can attack twice per round. Its bite attack does 100HP damage, and its less-damaging fire attack affects the entire party. Cast Barrier to protect your party from the fire attack, and use Increase to build up your party's DEF so they take less damage from the KingHydra's bite.

KingHydra/Medal #130





Location: Zoma's Castle, Zenith Castle					
Gold:	350G	Exp:	12,200	Items:	Dragon Mail

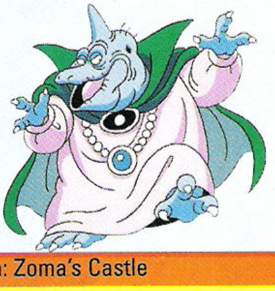


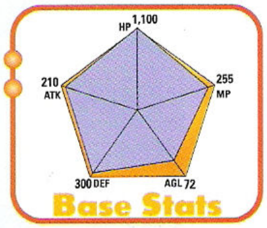
Boss: The Demon Lord Zoma and His Henchmen (continued)

BaraBomus

BaraBomus is a variation of Baramos himself. BaraBomus casts Explodet in addition to a powerful fire attack and physical attack. Protect your party with Barrier and Bounce at the start of the battle, and you should outlast BaraBomus. Use Sap to defeat BaraBomus' high DEF rating.

BaraBomus/Medal #131



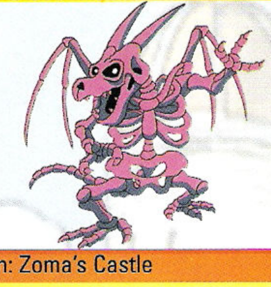


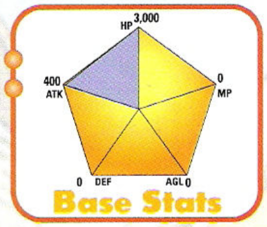
Location: Zoma's Castle					
Gold:	450G	Exp:	13,500	Items:	Sorrow Shield

BaraGonus

BaraGonus relies solely on physical attacks that inflict 130–150HP damage per blow. He can attack twice a round, so your party can end up in mortal danger. Cast Increase repeatedly until the damage you receive dramatically drops. Then funnel all of your strength into attacking BaraGonus until he is gone.

BaraGonus/Medal #132





Location: Zoma's Castle					
Gold:	115G	Exp:	14,300	Items:	Devil Sword

Zoma

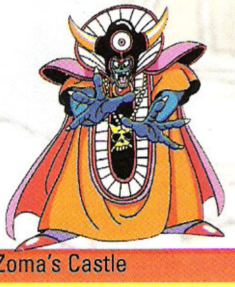
After you've healed your team completely and restored as much MP as possible with Wizard Rings, take on Zoma. Zoma can wipe out the effects of any support spell you cast. This means that you should channel all of your spell casters' MP into powerful attack spells or high-level healing spells.

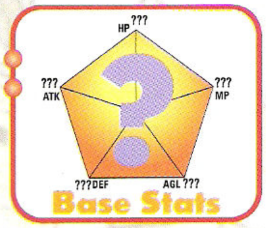
After using the Light Orb to weaken Zoma's powers, have the Hero cast Thordain whenever possible and have your Sage/Cleric/Mage cast HealUs or BlazeMost or use the Sage Rock every turn. If party members fall, resurrect them immediately. Zoma can cast Blizzard and has a powerful, non-magical ice

Boss: The Demon Lord Zoma and His Henchmen (continued)

attack that affects all party members. These attacks can cause 100HP of damage to everyone, so have someone healing every round. It is very easy to lose half of your party in a round with Zoma.

Zoma/Medal #134



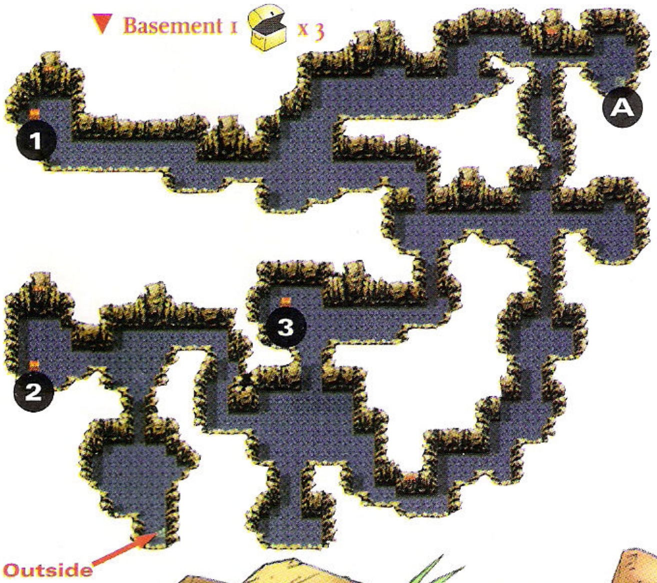


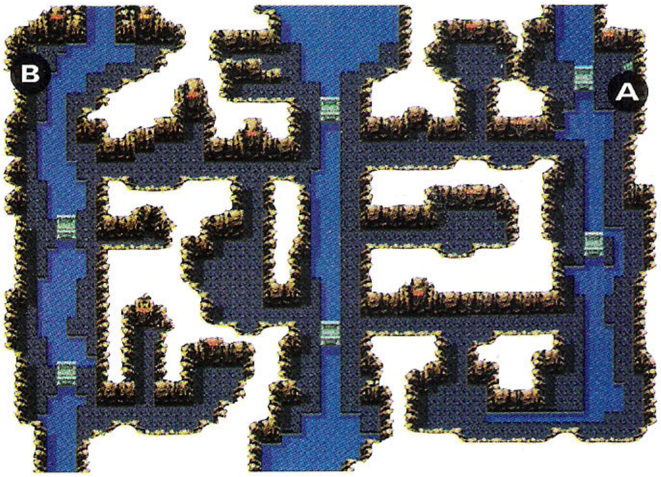
Location: Zoma's Castle
Gold: 0 Exp: 0 Items: None

ZENITH CASTLE

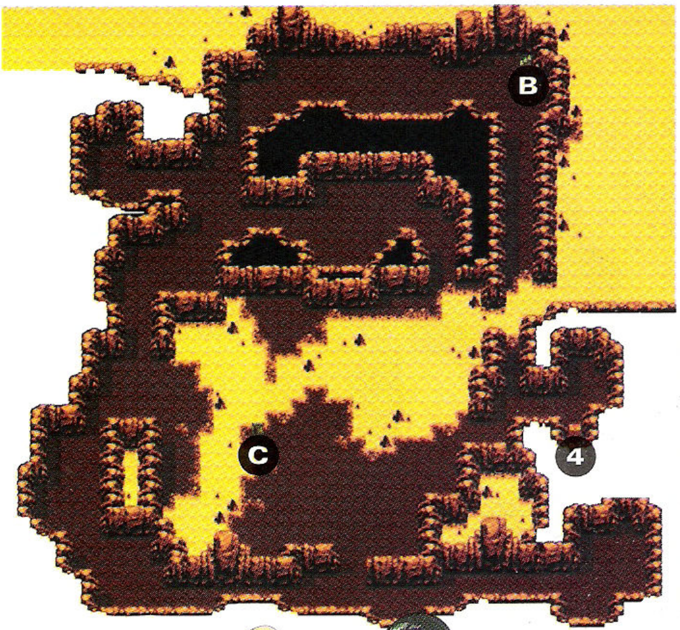
High above the clouds is a third world. It's not a third quest but an added challenge! To reach the top of Zenith Castle, you must survive the monsters that inhabit the passages and tunnels leading up there. The dungeon of Zenith Castle, although made up of floors from already familiar dungeons, is patrolled by strong monsters including the BaraEvil and the DarkTroll. Until you are sure that your party can handle any monster the dungeon throws at you, stay near the entrance. When you get to Zenith Castle proper, you meet many interesting people who prepare you for the challenge ahead. At the very top of Zenith Castle floats the Divinegon!

▼ Basement 1 x 3

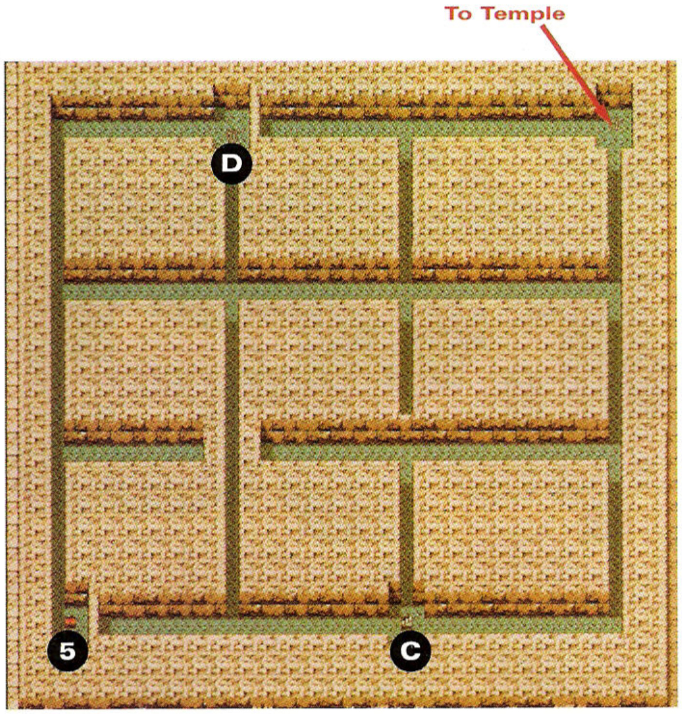




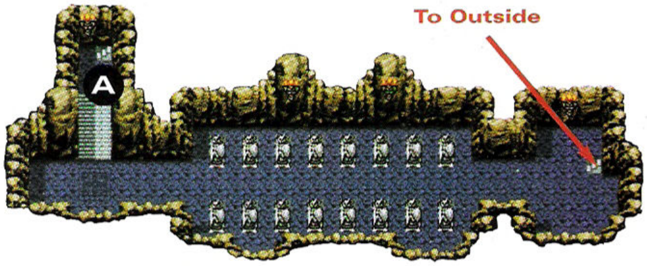
▲ Basement 2 x 0



▲ Basement 3 x 1



▲ Basement 4 x 1



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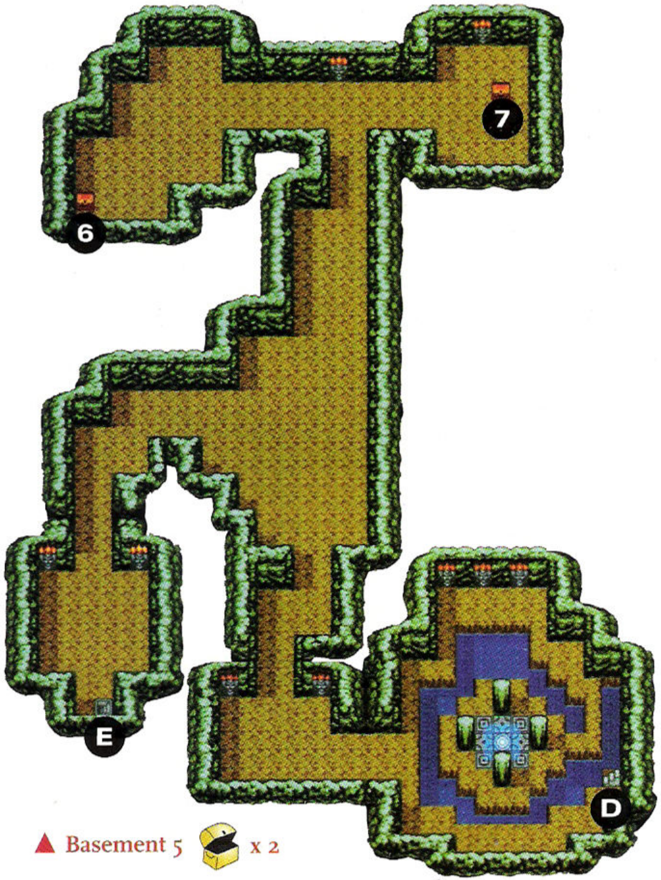


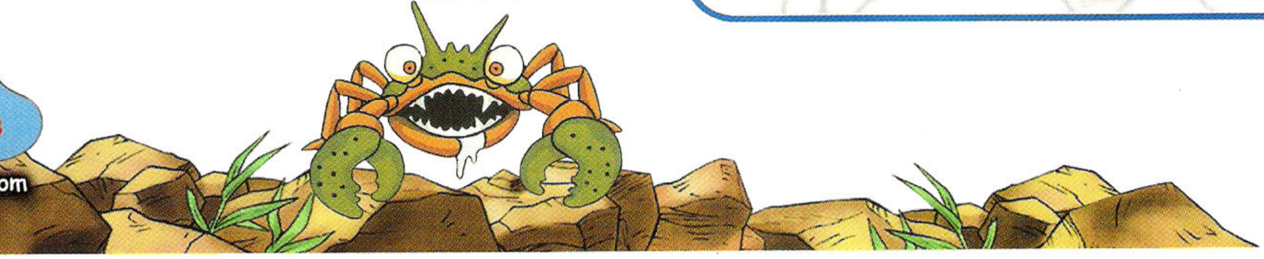
▲ Basement 5 x 2

TREASURE DATA

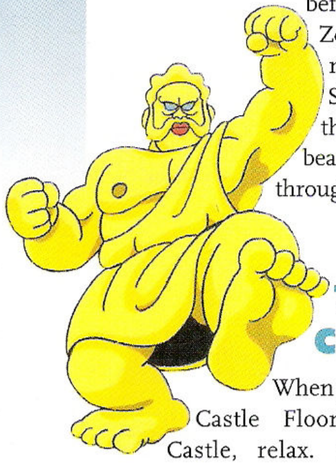
1. Bounce Staff
2. Mimic
3. STRSeed
4. Gaia Sword
5. TinyMedal
6. Sorrow Shield
7. TinyMedal

MONSTER DATA

	Balrog	Exp 3,270	G 80
	BaraEvil	Exp 7,300	G 150
	DarkTroll	Exp 3,700	G 63
	DemonSwrd	Exp 2,800	G 52
	DevilMage	Exp 4,300	G 210
	Dragon	Exp 2,600	G 107
	EvilCrab	Exp 2,500	G 80
	GateGuard	Exp 8,500	G 130
	Mantigore	Exp 3,060	G 120
	MtlWyvern	Exp 9,000	G 50
	Phoenix	Exp 3,700	G 150
	Putregon	Exp 3,500	G 53

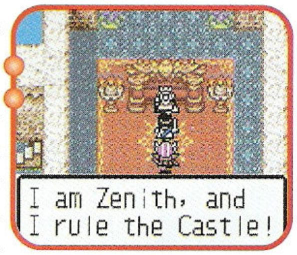


THE MARK OF LOTO



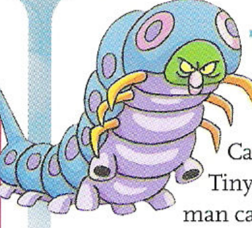
Once you've beaten Zoma and gained the title of Loto, restart the game using the Loto save. Although you return to your last save point before taking on Zoma, you can now enter the Sky World through the beam of light at Empress Castle. However, go through Zoma's Castle and get the Sage Rock first!

THE KING OF ZENITH CASTLE

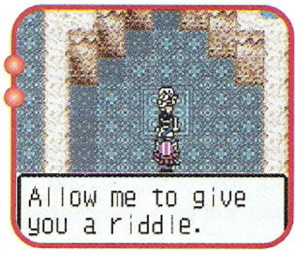


I am Zenith, and
I rule the Castle!

When you reach the Castle Floor of Zenith Castle, relax. King Zenith cannot heal you or save your progress, but arriving at this point activates Zenith Castle on the Return Spell menu. Now you can run to another Castle to rest at an Inn and save with a King and then return to Zenith Castle to take on more monsters.



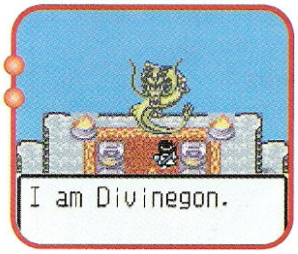
THE TINYMEDAL SAGE



Allow me to give
you a riddle.

On the Castle Floor of Zenith Castle, you find the TinyMedal Sage. This man can help you find all of the TinyMedals left in the game. However, you first have to solve his riddles. Find the location given in the riddle and search the ground for a hidden item. When you return to the Sage with the item, he either goes on to the next riddle or gives you hints about where to find the remaining TinyMedals!

THE DIVINEGON'S WISHES



I am Divinegon.

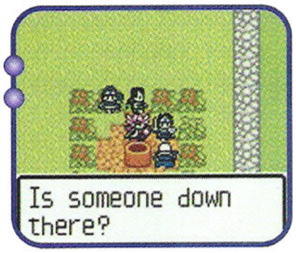
At the very top of Zenith Castle sits the Divinegon. This creature can make wishes come true. The catch is, you have to defeat him in battle first. The Divinegon is the most powerful monster you've encountered so far, and your party needs to be at the top of its game to defeat him. However, If you defeat him, he grants you one of five wishes. Those wishes are top secret!

MINI-GAMES GALORE!

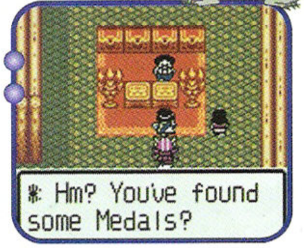
Many places in shrines and beneath major cities offer a different kind of rest and relaxation than collapsing in a dingy Inn after a long day of beating up monsters. After all, what adventurer doesn't enjoy a good Mini-Game now and then to take his or her mind off of the quest at hand? This chapter provides a mini-tutorial to the Mini-Games available in *Dragon Warrior III* from the simple Tiny Medal hunt, to the grandeur of the Monster Stadiums and the challenge of the Pachisi Track!

THE TINY MEDAL MAN

At the bottom of the well in Aliahan lives a man who collects Tiny Medals. These rather nondescript medals are hidden almost everywhere in the worlds of *Dragon Warrior III*. You'll find Tiny Medals hidden in treasure chests, dresser drawers, vases, and hanging sacks—but those are only the obvious places! To find the rest, search the floor tiles, bushes, and patches of grass in every city, cave, tower and castle!

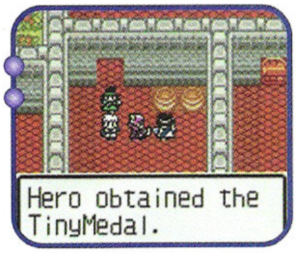


Is someone down there?



* Hm? You've found some Medals?

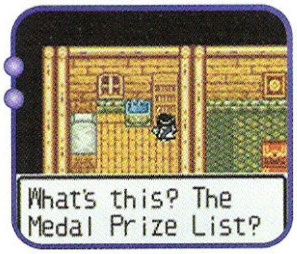
▲ A man who collects Tiny Medals lives at the bottom of the well in Aliahan. Why he lives at the bottom of a well (and in a nice house, too!) is unknown.



Hero obtained the TinyMedal.

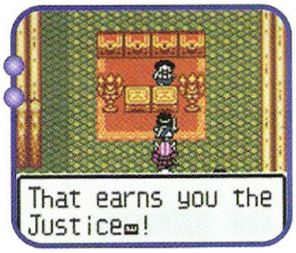
◀ Finding Tiny Medals requires lots of nosiness on your part. However, the rewards are worth it!

When you talk to the Tiny Medal Man for the first time, he explains his craving for these small medals and ask you to collect them for him. As an incentive, he gives you prizes whenever you meet certain collection goals. The rewards he speaks of are some of the rarer items including the Justice Abacus (the Dealer's top weapon), the Dragon Claw, and the Sacred Bikini! For a complete list of the prizes available and the number of Tiny Medals needed to win them, look at the list on his bookcase or refer to the one below.



What's this? The Medal Prize List?

◀ Don't have your guide handy? Just take a look at the Medal Prize List on the Tiny Medal Man's bookcase!



That earns you the Justice▭!

◀ The Justice Abacus is only one of many unique prizes to be won here.

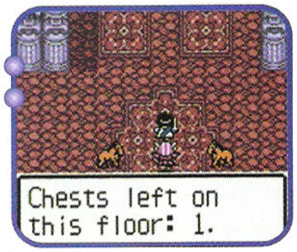
MEDAL PRIZE LIST

Prize	Tiny Medals Needed
Spiny Whip	5
Garter Belt	10
Blade Boomerang	20
STR Ring	30
INTSpecs	35
Ninja Suit	50
Justice Abacus	60
AGLScarf	70
Dragon Claw	80
Vivify Staff	90
Sacred Bikini	95
Gold Pass	100

FINDING TINY MEDALS

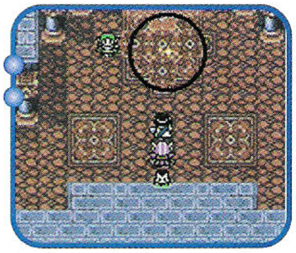
There are 110 Tiny Medals hidden throughout the worlds of *Dragon Warrior III*, and you'll need all of your talents to find them. However, a couple of tricks make this task somewhat easier.

The best way to find Tiny Medals is to use the Thief spells Smell and MapMagic. Smell determines how many items are left to be found in an area, while MapMagic points out where particularly well-hidden items are located.

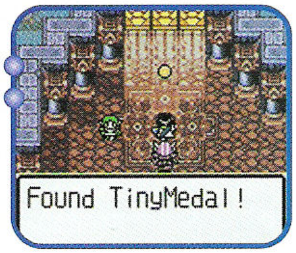


Chests left on this floor: 1.

▶ Whenever you enter an area, have your Thief (or a character who once was a Thief) cast Smell, which tells you how many treasures are left in an area. Treasures include anything in a chest, dresser, hanging sack, vase, barrel, bookcase, or hidden in a floor tile, patch of grass, or a bush. Cast Smell after clearing treasures out of the obvious areas, so you'll have a better idea of where and what to examine.



Most hidden Tiny Medals are found in floor tiles, grass, flowers, or bushes. Look for unusual arrangements of bushes, at the tiles around statues, or at decorative patches on the ground. Use MapMagic to help pinpoint the location of hidden items. When cast, MapMagic shows the location of hidden items on your current screen with a glittery swirl (look at the section of ground circled in the image). You have to look quickly to see it!



Found TinyMedal!

Search the tile that MapMagic has marked to find an item—usually a Tiny Medal.

If you're still having trouble finding Tiny Medals, seek help from a man who lives in a castle above the clouds. To get there, defeat the Demon Lord in Alefgard, then travel on a sunbeam to a dangerous cave that eventually leads to Zenith Castle. However, the testing doesn't stop there! Before the man will help you, you must solve three riddles by visiting the location mentioned and finding an item. Complete his test and he rewards you with information on the locations of some of the trickier Tiny Medals!

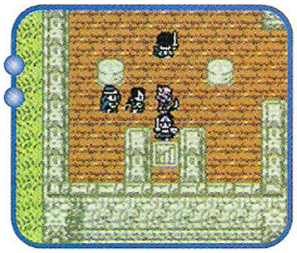
* There are 110 Tiny Medals strewn

If you can find this man and solve his riddles, you are a great adventurer!

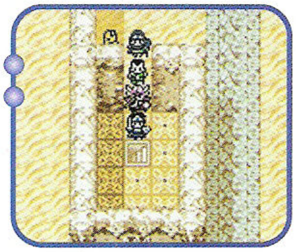
MONSTER STADIUM

Beneath many of the major cities of *Dragon Warrior III*, you find arenas used for the sport of monster battling. Here, the townspeople (often including royalty) come to enjoy an evening of gambling and sport. Betting on the battles in the Monster Stadium is not the safest way to make money, but it can be a lot of fun!

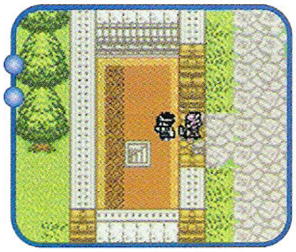
You can find Monster Stadiums in Romaly, Isis, Samanao, and Mercado. Just look for a house with a staircase leading down into the bowels of the city—that's the entrance to the Monster Stadium!



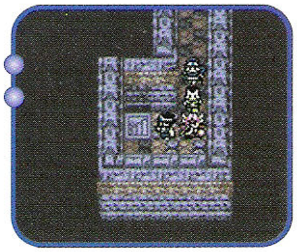
Romaly Monster Stadium



Isis Monster Stadium

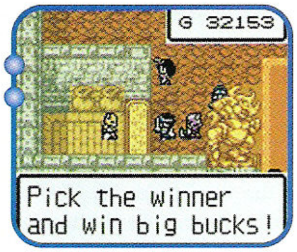


Samanao Monster Stadium



Mercado Monster Stadium

Once inside the Monster Stadium, you can choose to talk to people and leave, get tips from a remarkably inaccurate salesman, or place a bet and enjoy a monster battle. To bet on a monster battle, follow these steps:



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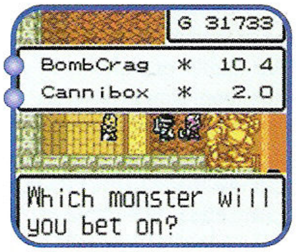
Pick the winner and win big bucks!

Step One: Talk to the agent at the ticket desk to buy a ticket to the bout. Each battle requires a different ante, and the price increases the more often you bet.



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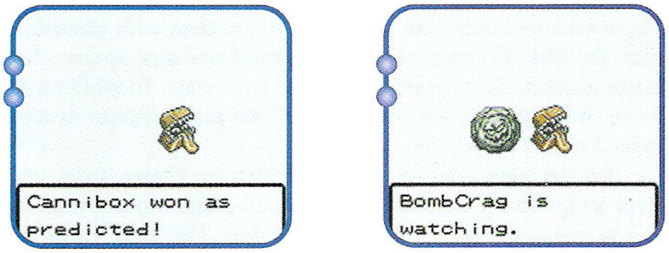
BombCrag * 10.4
Cannibox * 2.0

Which monster will you bet on?

Step Two: After you've bought a ticket, look at the odds before deciding which monster to bet on. The monsters that appear in the battles largely depend on your party's current level. Choosing the winner requires a certain amount of luck and knowledge about the monsters in the battle. Use your intuition if the odds don't give you enough to go by.

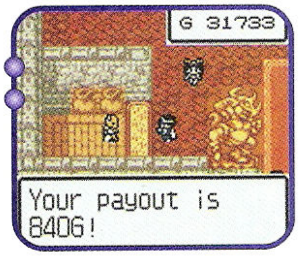


Cannibox won as predicted!

BombCrag is watching.

Step Three: Sit back and watch the fight play out. Try not to disturb those around you with your cheering.

- **Step Four:** Did you win or lose? Regardless, at the end of the battle, you are returned to the ticket desk. If you won the battle, you get paid. If not, you get hit up for another bet. Should you decide to continue betting, the ticket seller sells you another ticket and the fun continues.



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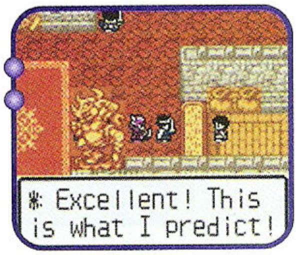
Your payout is 8406!

- Opposite the ticket desk, you'll find a person who sells advice on which monster to choose. In my experience, this person is almost always wrong, which can be helpful in itself.



✻ Excellent! This is what I predict!

PACHISI TRACKS

The third and final Mini-Game that awaits travelers is the most involved and the most fun! Pachisi is a single-player board game that uses one of your characters as the pawn. Each board is a different shape and is composed of a variety of different types of tiles that spell either reward or disaster for your character. If you make it to the GOAL before you run out of dice rolls or before one of several disasters befall you, you'll be amply rewarded with powerful weapons, armor, or unique items.

Four Pachisi Tracks are easy to access (to get to the fifth one you have to defeat the Divinegon at the top of Zenith Castle). They are located in out-of-the-way shrines or at the bottom of wells. You'll know when you come across one.

To play Pachisi, you must have a Token. Tokens can be found most anywhere, in dressers, vases, barrels, treasure chests, and as the spoils of battles. If you thoroughly explore each city and dungeon, you'll have an ample supply of Tokens to use at the various Pachisi Tracks.

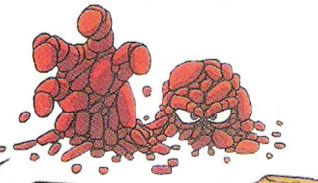
Each Pachisi Track has a set number of dice rolls that you can use to get to the GOAL square. If you run out of dice rolls, the game ends. The game can also end prematurely if your character runs out of HP or falls through a trapdoor. If you quit the game you won't get your Token back.

Each square on the board has a purpose. To reach the GOAL square, you must survive the challenges placed in front of you. These include bouts with monsters, encounters with electrified tiles, the loss of money or dice rolls, trapdoors, and squares that cause random damage or changes to your stats. In addition to these challenges, to win you must roll the exact amount needed to land on the GOAL tile.

On the plus side, you also find treasure chests, Inns, and Item Shops on the Pachisi Track. Inns, although expensive, allow you to rest and regain any lost HP or MP. The Item Shops on Pachisi Tracks are always guaranteed to carry unique items.

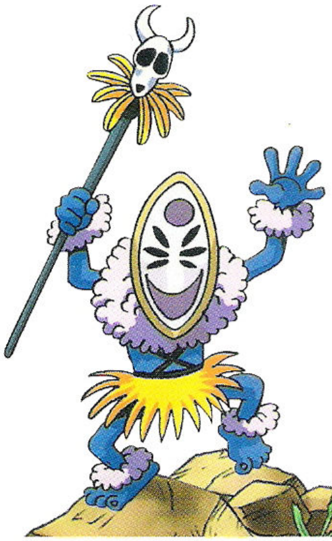
PACHISI TILES

Screen	Tile	Explanation
START	Start Gate	This is where you say good-bye to your three companions and start the game.
	Grassland	Lesser monsters may appear or you can search for treasure or traps.
	Forest	Same as the grassland, but with slightly harder monsters at a higher rate of appearance.
	Mountains	Same as the grassland and forest, but with stronger monsters and a much higher rate of appearance.
	Signpost	Shows you the direction you must travel.
+500	+ Gold	You acquire the amount of gold shown on the tile.
-500	– Gold	You lose the amount of gold shown on the tile.
	Monster Battle	For play to resume you must first defeat the monsters that appear. Expect them to be at the same level as your player.
	Electric Barrier	Land here and you'll take damage worth about 1/3 of your max HP.
	Traveler's Gate	Whisks you to another gate on the board.
+3	Go Ahead Squares	Move forward the number of squares printed on the tile.
-4	Go Back Squares	Move back the number of squares printed on the tile.
	Return to Start	Return to Start!
?	Chance Card	Random things happen here; some good, some bad.
INN	Inn	You can rest and recover here—for a price!
	Item Shop	If you have enough money you can buy some great items here.
	Treasure Chest	Obtain the item hidden inside.



PACHISI TILES (CONTINUED)

Screen	Tile	Explanation
	Dresser	Open the drawers and you might find an item inside.
	Vase	See if there is anything inside.
	Trapdoor	Land on this square and you'll fall through to the floor below.
	Healing Circle	Completely restores your character's HP and MP.
	Gas Trap	A mysterious gas sprays out and strips your character of MP.
+1	Add a Turn	Adds the number printed on the tile to your total of dice rolls.
−1	Lose a Turn	Subtracts the number on the tile from your total of dice rolls.
!	Change Slots	Roll the dice three times to determine which of your stats change and how much.
GOAL	GOAL	Land here to win!



PACHISI TRACK #1

◀ This track is located in the shrine between Romaly and the mountain village of Kasave.

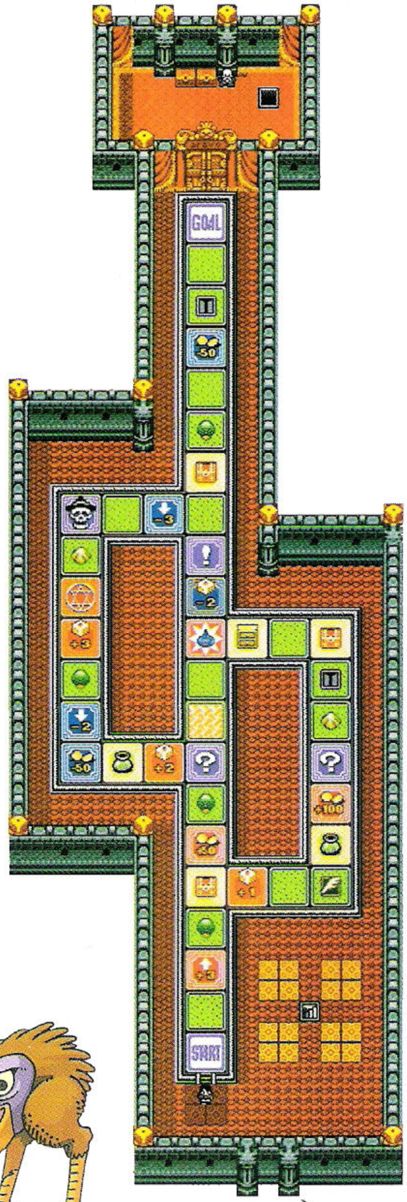
PACHISI TRACK #1 INFORMATION

Number of Dice Rolls: 10	Vases: 2
Treasure Chests: 3	Dressers: 1

Prizes at GOAL: Steel Sword, 500G

ITEM SHOP LIST

Item	Cost
Steel Sword	1,500G
Leather Dress	420G
Iron Shield	1,200G



PACHISI TRACK #2

◀ This track is found in the shrine between Ashalam and Isis.

PACHISI TRACK #2 INFORMATION

Number of Dice Rolls: 22 Vases: 2

Treasure Chests: 2 Dressers: 2

Prizes at GOAL: Tiny Medal, Mace

ITEM SHOP LIST

Item	Cost
Magic Skirt	1,500G
Steel Sword	1,300G
Mist Staff	3,300G

PACHISI TRACK #3

◀ This track is found in the shrine north of the Shrine Jail Island.

PACHISI TRACK #3 INFORMATION

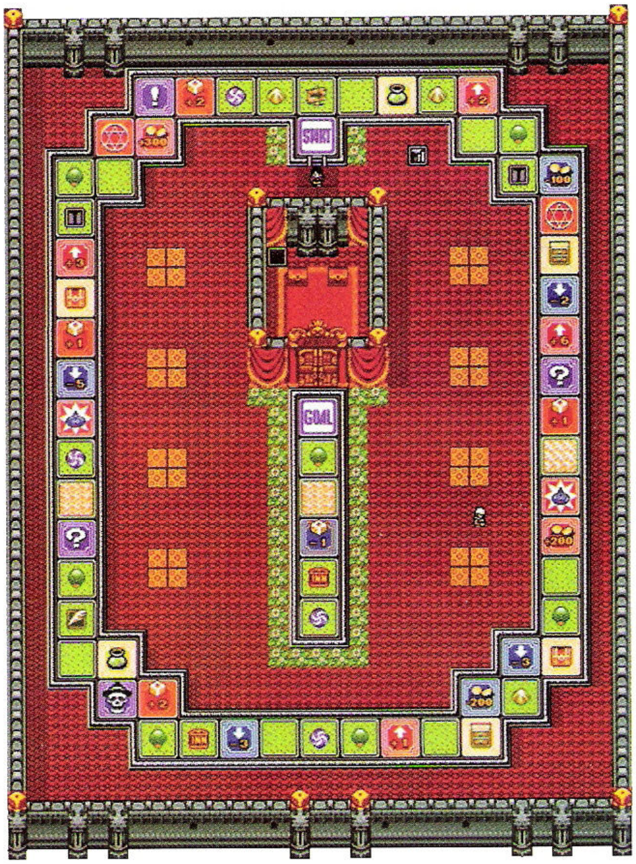
Number of Dice Rolls: 20 Vases: 4

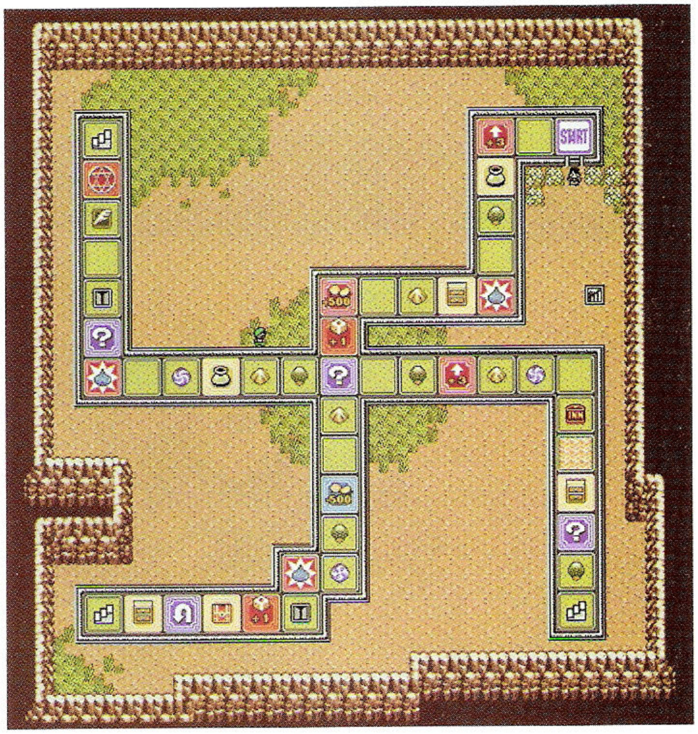
Treasure Chests: 4 Dressers: 5

Prizes at GOAL: Dragon Whip, AGLSeed

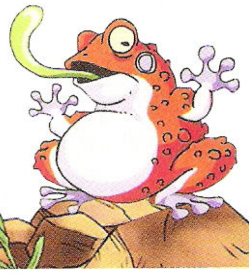
ITEM SHOP LIST

Item	Cost
Flame Boomerang	6,500G
Speed Ring	3,100G
Horned Cap	2,300G

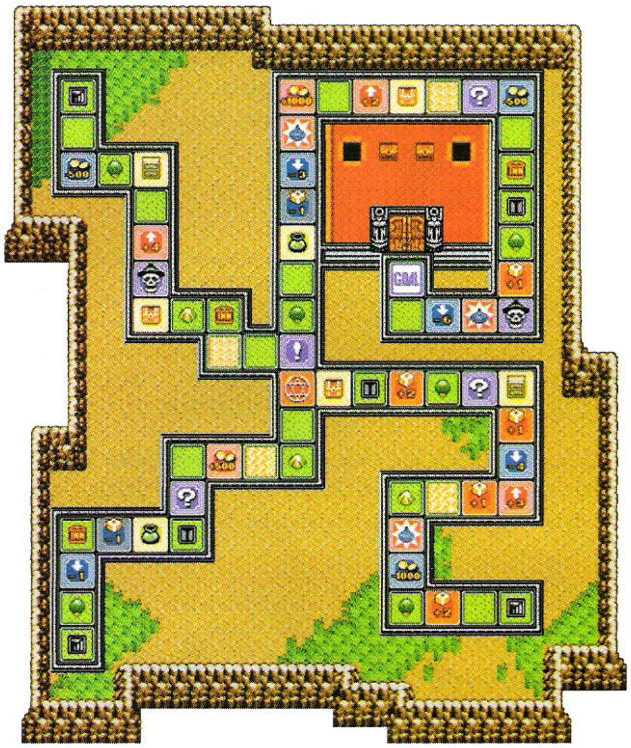




▲ Floor 1



▼ Floor 2



PACHISI TRACK #4

◀ This track is found at the bottom of the well in the town of Kol in Alefgard.

PACHISI TRACK #4 INFORMATION

Number of Dice Rolls: 25

Vases: 6

Treasure Chests: 5

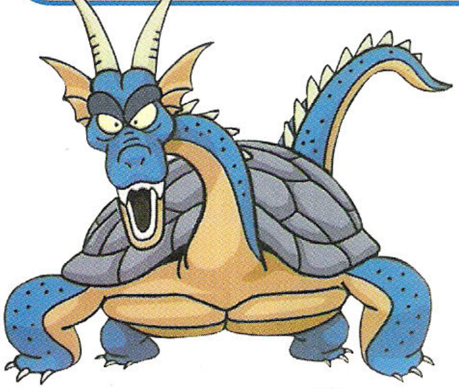
Dressers: 4

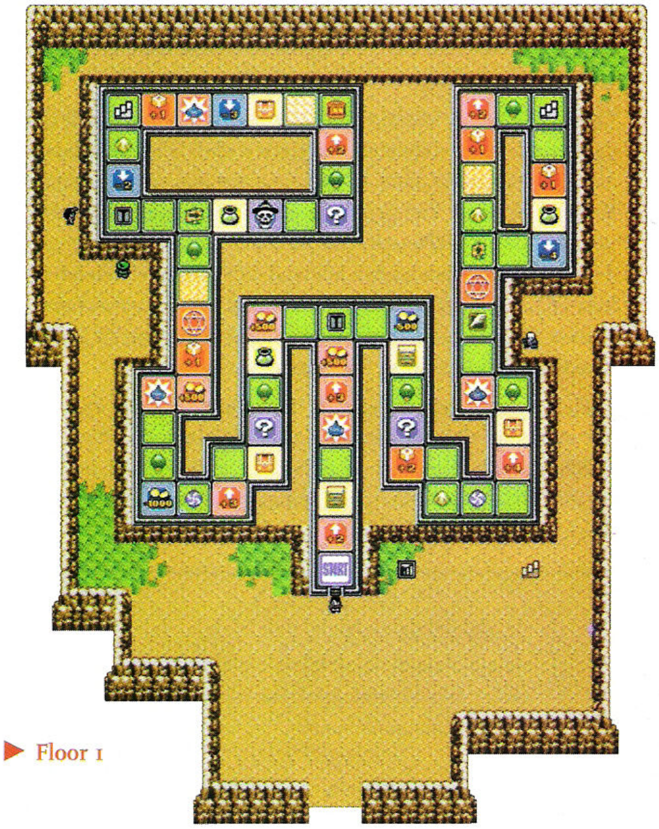
Prizes at GOAL*: Life Bracelet, Light Dress, Ultimate Whip

*This Pachisi Track has two GOALS.

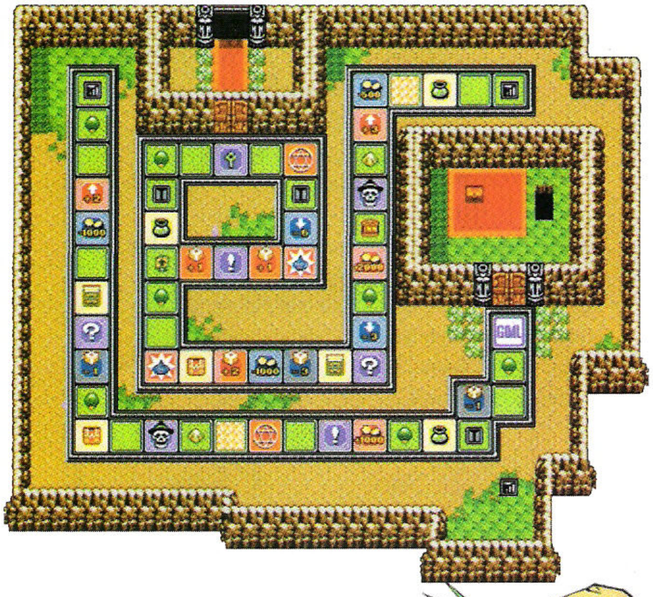
ITEM SHOP LIST

Item	Cost
Blade Armor	6,500G
Dragon Robe	27,000G
Thor Sword	65,000G





▶ Floor 1



▶ Floor 2

THE WORLD OF MAGIC IN *DRAGON WARRIOR III*

Seven of the nine character classes can learn magic spells related to their field of expertise. Some of these spells come in very handy; some you may never use. When looking at the tables below, keep a few things in mind:

- Sages learn both Mage and Cleric spells at the same time that a Mage or Cleric would learn them. If you turn your Mage into a Sage at L20, that character learns Cleric spells until he or she reaches L20 again, at which time he or she will learn both Mage and Cleric spells.
- The level given at which a character learns a certain spell is an approximation. A character can learn a spell if his or her stats are high enough to allow it. To guarantee that your characters learn spells when they are supposed to, make sure that their personalities are in synch with their job classes. For example, a Smart Mage gains higher MP and INT raises, which allows him or her to learn and cast more spells. On the other hand, a Macho Mage is more likely to gain more STR than INT, which ultimately hinders his or her magic development.
- Certain spells work differently in the hands of the enemy. For example, when a monster casts YellHelp, it calls another type of monster to aid in the battle. When your Dealer casts this on the field, it summons an Innkeeper, Dealer, or Priest to your aid.

LEGEND

Name	Name of the spell	
MP	Magic Points used when casting	
Target	Who or what this spell can target. The following abbreviations are used:	
	1E	1 Enemy
	1GE	1 Group of Enemies
	All E	All enemies on the battlefield
	Self	Caster
	1A	One ally
	All A	All allies
	Floor	The current floor of the dungeon or building in which you are.
	Screen	What is currently on screen.
	Underfoot	The tile on which you are currently standing.
Usage	When you can use this spell—in Battle, on the Field Map, etc.	
Effect	The spell's effect when cast. All HP totals are estimates and are affected by the caster's stats.	
Class	Which Job Classes learn this spell at approximately which level.	

H	Hero	**C**	Cleric	**D**	Dealer
M	Mage	**T**	Thief	**J**	Jester
				S	Sage

ATTACK SPELLS

Blaze Family This is one of two basic fireball spells. The Blaze spells allow the caster to throw a powerful fireball at a single enemy, concentrating the attack's power. This is one of the first attack spells learned in the game.

Name	MP	Target	Usage	Effect	Class
Frizz	2	1E	Battle	Inflicts around 10HP of damage.	**H** L2 **M** L1 **S** L1
Frizzle	6	1E	Battle	Inflicts around 80HP of damage.	**H** L17 **S** L17
Kafrizzle	12	1E	Battle	Inflicts around 180HP of damage.	**M** L36 **S** L36

Firebal Family This is the second of the fireball spells. Instead of the Blaze spells' concentrated blast of fire, Firebal directs a stream of fire against a single group of enemies, burning all of them.

Name	MP	Target	Usage	Effect	Class
Sizz	4	1GE	Battle	Inflicts about 25HP of damage.	**H** L10 **M** L7 **S** L7
Sizzle	6	1GE	Battle	Inflicts about 35HP of damage.	**H** L23 **M** L14 **S** L14
Kasizzle	12	1GE	Battle	Inflicts about 100HP of damage.	**M** L29 **S** L29

Bang Family The Bang spells affect all enemy monsters on the screen. This works well when your party is faced with a large group of single monsters. Bang spells are bomb-based.

Name	MP	Target	Usage	Effect	Class
Bang	5	All E	Battle	Inflicts about 20HP of damage.	**M** L11 **S** L11
Boom	9	All E	Battle	Inflicts about 60HP of damage.	**H** L31 **M** L23 **S** L23
Kaboom	18	All E	Battle	Inflicts about 140HP of damage.	**M** L38 **S** L38

Infernos Family The Infernos spells direct a sharp blast of razor-sharp winds against a single group of enemies. This family of spells is slightly less powerful than the Firebal family.

Name	MP	Target	Usage	Effect	Class
Woosh	4	1GE	Battle	Inflicts about 15HP of damage.	**C** L12 **S** L12
Swoosh	6	1GE	Battle	Inflicts about 40HP of damage.	**C** L26 **S** L26
Kaswoosh	9	1GE	Battle	Inflicts about 90HP of damage.	**C** L36 **S** L36

IceBolt Family The spells in this family shoot shards of ice and surround the enemy in a howling blizzard. Note that different spells affect different numbers of targets.

Name	MP	Target	Usage	Effect	Class
Crack	3	1E	Battle	Inflicts about 30HP of damage.	**M** L5 **S** L5
Crackle	6	1GE	Battle	Inflicts about 50HP of damage.	**M** L20 **S** L20
Kacrack	9	All E	Battle	Inflicts about 70HP of damage.	**M** L26 **S** L26
Kacrackle	12	1GE	Battle	Inflicts about 100HP of damage.	**M** L32 **S** L32

Zap Family These lightning-based spells belong to the Hero class alone. Thordain is especially powerful—this is useful when facing the Demon Lord and his henchmen!

Name	MP	Target	Usage	Effect	Class
Zap	8	1E	Battle	Inflicts about 80HP of damage.	**H** L26
Kazap	30	All E	Battle	Inflicts about 200HP of damage.	**H** L41

Beat Family Beat and Defeat both curse the targeted monster(s) to death. These spells' accuracy is pretty low, however, so don't rely on them to slay powerful enemies such as bosses.

Name	MP	Target	Usage	Effect	Class
Whack	7	1E	Battle	Curses the target to instant death.	**C** L22 **S** L22
Thwack	7	1GE	Battle	Curses the target to instant death.	**C** L28 **S** L28

BeDragon BeDragon turns the caster into a fire-breathing dragon for the duration of the battle. As a dragon, he or she can breathe fire on all enemy units. Monsters that can cancel spells nullify the effects of this spell.

Name	MP	Target	Usage	Effect	Class
Puff!	24	Self	Battle	As a dragon the caster can inflict 80-190HP of damage against all enemies.	**M** L34 **S** L34

Sacrifice This spell requires the ultimate self-sacrifice on the part of the caster. Sacrifice explodes a bomb powerful enough to take out all the monsters—and the caster.

Name	MP	Target	Usage	Effect	Class
Kamikazee	1	All E	Battle	Kills all enemies in return for the caster's life.	**C** L41 **S** L41

SUPPORT SPELLS

Disperse Use this spell to make an enemy disappear. Should an enemy cast it on one of your party members, return to Aliahan and Ruida's Tavern to find the missing teammate. This spell does not have a high accuracy rate.

Name	MP	Target	Usage	Effect	Class
Blasto	7	1E	Battle	Blows a single enemy off the battlefield.	**C** L20 **S** L20

Sap Family These spells destroy the enemy's defense rating. Sap works against a single enemy, while Defense works against a group. Use these spells to counter the effects of Increase or against well-armored enemies.

Name	MP	Target	Usage	Effect	Class
Sap	3	1E	Battle	Reduces a single enemy's defense.	**C** L8 **S** L8
Kasap	4	1GE	Battle	Reduces the defenses of a group of enemies.	**C** L18 **S** L18

Sleep Use Sleep to put a group of monsters to sleep for a round or more of battle. The spell has a low accuracy rate.

Name	MP	Target	Usage	Effect	Class
Snooze	3	1GE	Battle	Puts a group of monsters to sleep.	**H** L16 **C** L9 **S** L9

StopSpell When successful, this spell silences the enemy and prevents him or her from casting spells. It does not prevent enemies from using breath attacks.

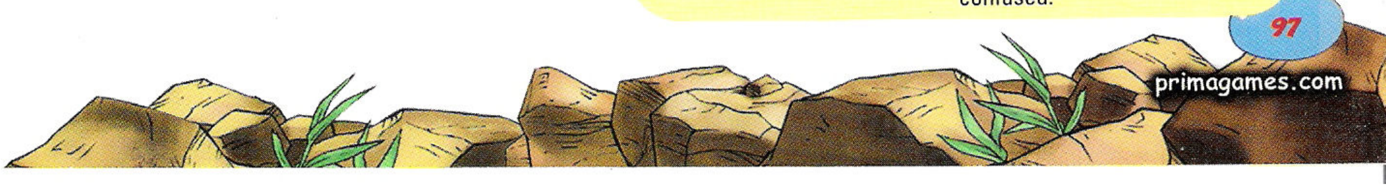
Name	MP	Target	Usage	Effect	Class
Fizzle	3	1GE	Battle	Prevents the enemy from casting spells.	**H** L8 **C** L13 **S** L9

RobMagic RobMagic allows the caster to steal an enemy's Magic Points. Use this spell offensively to replace your own MP or defensively to prevent an enemy from casting a deadly spell.

Name	MP	Target	Usage	Effect	Class
Drain magic	0	1GE	Battle	Steals 8 or more MP from the targeted enemy.	**M** L15 **S** L15

PanicAll PanicAll makes a single enemy panic and become confused. Confused enemies are more likely to attack their own teammates and can be quite deadly.

Name	MP	Target	Usage	Effect	Class
Fuddle	5	1E	Battle	Causes an enemy to become confused.	**M** L27 **S** L27



Expel This spell is very similar to Disperse. If it's successful, a beam of light transports the targeted enemies off the battlefield. This spell has a low accuracy rating, so don't rely on it in important battles!

Name	MP	Target	Usage	Effect	Class
Poof	2	1GE	Battle	Eliminates a group of enemies.	**H** L6 **C** L2 **S** L2

TwinHits This spell increases the attack strength of one of your teammates. This is one of the most helpful spells against some of the game's more powerful monsters.

Name	MP	Target	Usage	Effect	Class
Oomph	6	1A	Battle	Doubles the targeted ally's ATK strength.	**M** L21 **S** L21

SpeedUp This spell raises the agility of all your party members, so you can attack before the enemy does.

Name	MP	Target	Usage	Effect	Class
Acceleratle	3	All A	Battle	Increases the AGL of all party members.	**C** L5 **S** L5

SlowAll This spell has the opposite effect of SpeedUp. Cast this to slow down the enemy. This spell also lets you attack first.

Name	MP	Target	Usage	Effect	Class
Deceleratle	3	1GE	Battle	Decreases the AGL of a group of enemies.	**M** L12 **S** L12

Transform This spell allows you to duplicate a character. For example, you can turn your Mage or Sage into your hardiest warrior. Watch out for monsters who can nullify your party's spells!

Name	MP	Target	Usage	Effect	Class
Morph	12	Self	Battle	Transforms the caster into a chosen party member.	**M** L37 **S** L37

DEFENSE SPELLS

Upper Family Both Upper and Increase augment your characters' DEF. Upper has a stronger effect, but affects a single character. Increase has a slightly weaker effect, but affects the whole party.

Name	MP	Target	Usage	Effect	Class
Buff	3	1A	Battle	Sharply increases a single character's DEF.	**M** L4 **S** L4
Kabuff	4	All A	Battle	Increases the DEF of all party members.	**M** L9 **S** L9

Ironize This spell turns your party members into blocks of iron, protecting them from attacks. However, your party cannot perform any attacks while protected by this spell.

Name	MP	Target	Usage	Effect	Class
Kaclang	6	All A	Battle	Turns party into blocks of iron that cannot be damaged.	**H** L12

Surround This spell surrounds a group of monsters with a dense fog, lowering their accuracy. As with many support-type spells, this one is not effective against all monsters.

Name	MP	Target	Usage	Effect	Class
Dazzle	4	1GE	Battle	Reduces the enemy's accuracy.	**C** L7 **S** L7

Bounce Bounce creates a wall of light that protects the party by reflecting spells back on the caster. However, it also reflects any support or healing spells.

Name	MP	Target	Usage	Effect	Class
Bounce	8	Self	Battle	Reflects spells cast on the party.	**M** L24 **S** L24

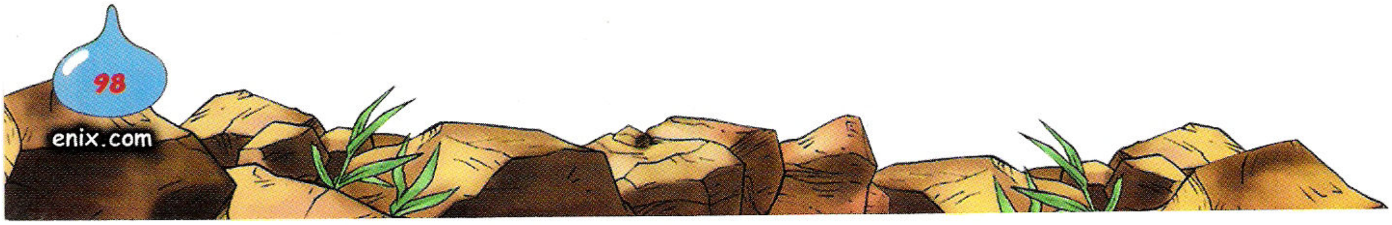
Barrier This defensive spell conjures up a wall that halves the effects of fire- and ice-based attacks.

Name	MP	Target	Usage	Effect	Class
Insulatle	6	All A	Battle	Decreases the damage of fire-and ice-type attacks.	**C** L32 **S** L32

HEALING SPELLS

Heal Family This family contains all the game's healing spells. Each one heals a specific range of HP.

Name	MP	Target	Usage	Effect	Class
Heal	3	1A	Any time	Recovers about 35HP.	**H** L4 **C** L1 **S** L1
Midheal	5	1A	Any time	Recovers about 85 HP.	**H** L29 **C** L14 **S** L14
Multiheal	7	1A	Any time	Recovers all HP.	**H** L33 **C** L30 **S** L30
Fullheal	18	All A	Any time	Recovers about 85HP for all party members.	**C** L34 **S** L34
Omniheal	62	All A	Any time	Recovers all HP for all party members.	**H** L38



CURATIVE SPELLS

Antidote This spell works like the Antidote item to cure a party member of Poison.

Name	MP	Target	Usage	Effect	Class
Squelch	3	1A	Any time	Cures teammate of Poison.	**C** L11 **S** L11

NumbOff This spell works like the Moon Herb item to cure a party member of Paralysis.

Name	MP	Target	Usage	Effect	Class
Tingle	6	1A	Any time	Cures a teammate of Paralysis.	**C** L15 **S** L15

Awaken When cast in battle, this spell awakens any sleeping party member. No items do the equivalent of this spell.

Name	MP	Target	Usage	Effect	Class
Cock-a-doodle-doo	3	All A	Battle	Awakens any sleeping party members.	**C** L16 **S** L16

CurseOff This spell cures a party member of the Curse status. This spell acts in place of Priest ministrations in towns and villages.

Name	MP	Target	Usage	Effect	Class
Sheen	18	1A	Field	Cures teammate of Cursed status.	**M** L30 **S** L30

REVIVING SPELLS

Vivify Family These spells come in handy if a teammate expires in battle. In addition to resurrection, Vivify restores half of the target's HP while Revive heals the target completely. You may have to cast these spells several times to be successful.

Name	MP	Target	Usage	Effect	Class
Zing	10	1A	Any time	Resurrects and restores half of the target's HP.	**H** L35 **C** L24 **S** L24
Kazing	20	1A	Any time	Resurrects and restores all of the target's HP.	**C** L38 **S** L38

TRAVEL SPELLS

Return This spell is handy for traveling between known cities and villages. Not all villages will appear on your list of travel destinations.

Name	MP	Target	Usage	Effect	Class
Zoom	8	All A	Any time	Returns party to a designated town.	**H** L7 **M** L12 **S** L12

Outside This spell whisks your party out of dangerous caves, towers, or other dungeon locations and drops you off outside the entrance. Use this at the end of Boss battles to avoid the long walk out.

Name	MP	Target	Usage	Effect	Class
Evac	8	All A	Field	Returns party to the outside of a dungeon or tower.	**H** L14 **M** L9 **S** L9

Repel This spell comes in handy if you lack the Repellent item. It wraps your party in a magic cloud that scares away weaker enemies. However, it doesn't have any effect in dungeons where magic is sealed.

Name	MP	Target	Usage	Effect	Class
Holy Protection	4	All A	Field	Keeps weaker enemies from attacking.	**H** L19

StepGuard This is a wonderful spell when you're faced with poisonous swamps and electric fields. Cast this on your party and everyone can walk on those dangerous tiles with impunity for a short while.

Name	MP	Target	Usage	Effect	Class
Safe Passage	2	All A	Field	Protects travel over damage-inflicting floors.	**M** L19 **S** L19

Tiptoe This spell helps your party walk more silently, to avoid alerting any enemies in the vicinity. Unlike Repel, this spell works in dungeons where magic use is sealed off.

Name	MP	Target	Usage	Effect	Class
Padfoot	0	All A	Field	Prevents monsters from hearing your approach.	**T** L17

OTHER SPELLS

Recall Family These spells are specific to the Hero class only. Whenever you run into a character with something interesting to say, press SELECT to memorize the speech. Then use Recall, Remember, or Recollect to replay the contents of that speech. The higher the spell's power, the stronger the Hero's powers of recollection. Use Forget to delete speeches that you no longer need.

Name	MP	Target	Usage	Effect	Class
Recall	0	Self	Field	Remember up to 3 speeches.	**H** L1
Remember	0	Self	Field	Remember up to 10 speeches.	**H** L8
Recollect	0	Self	Field	Remember up to 32 speeches.	**H** L20
Forget	0	Self	Field	Forget a selected speech.	**H** L15

Passtime This spell turns night into day and day into night, similar to the Dark Lamp item. Use this to explore towns at any time of the day.

Name	MP	Target	Usage	Effect	Class
Tick-tock	12	All A	Field	Turns day into night and vice-versa.	**M** L25 **S** L25

X-Ray This spell tells you whether a treasure chest is safe to open or is a Mimic or Cannibox in disguise. These monsters can be quite deadly, so use this whenever you find suspicious chests. Chests that glow blue are safe to open, while those that glow red contain a monster. Chests that glow yellow contain monsters and items!

Name	MP	Target	Usage	Effect	Class
Peep	3	T. Chest	Field	Indicates whether a chest holds an item or a monster.	**M** L18 **S** L18

Location Family Use these spells if you are lost in a dungeon or on the World Map. Location works in dungeons to help you figure out what floor you're on. Use EagleEye while traveling between cities and dungeons to determine how close you are to your desired location.

Name	MP	Target	Usage	Effect	Class
Storeyteller	2	Floor	Field	Identifies what floor your party is on in a dungeon.	**T** L10
Eye for Distance	0	Field	Field	Identifies the location of a nearby town or building.	**T** L8

Smell Family Not sure if you've gotten all the treasure in a town, castle, or dungeon? Use one of these spells. Smell lets you know how many items you have yet to find (even if that item is hidden in a floor tile), and MapMagic alerts you to any irregularities in the area.

Name	MP	Target	Usage	Effect	Class
Nose For Treasure	0	Floor	Field	Determines the number of items on a dungeon floor or in a building.	**T** L13
Snoop	2	Screen	Field	Tells you if there is anything mysterious in sight.	**T** L20
Dig	0	Underfoot	Field	Digs in the earth beneath your feet for money or items.	**D** L12

Open Use this spell to open any door for which there is a key. This won't work on doors for which there is no key.

Name	MP	Target	Usage	Effect	Class
Click	0	Door	Field	Opens any locked door.	**M** L35 **S** L35

Whistle Family Unfortunately, this spell doesn't work the same for you as it does for your enemies. Instead, use Whistle to summon monsters to battle for experience. YellHelp works well when there isn't a city in range.

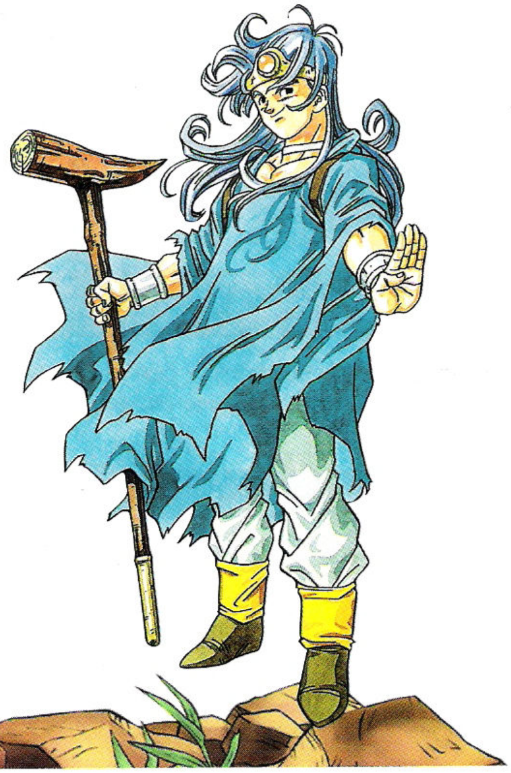
Name	MP	Target	Usage	Effect	Class
Whistle	0	—	Field	Summons monsters to battle with.	**J** L13
Service Call	15	—	Field	Randomly summons a Dealer, Innkeeper, or Priest.	**D** L17

Invisible Like the Hide Herb item, this spell makes your party invisible briefly. It isn't a good alternative for Repel or Tiptoe because it doesn't fool enemies.

Name	MP	Target	Usage	Effect	Class
Fade	15	All A	Field	Turns your party invisible for a short time.	**M** L33 **S** L33

Chance It's hard to know what will happen when this spell is cast. This spell can change the tide of your current battle either in your or your enemies' favor.

Name	MP	Target	Usage	Effect	Class
Hocus Pocus	20	???	Battle	This spell has random effects.	**M** L40 **S** L40



THE MONSTERS OF *DRAGON WARRIOR III*

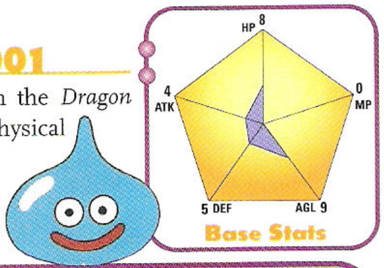
The monsters you'll encounter in *Dragon Warrior III* are many and varied. As in most RPGs, you start out battling basic monsters and work your way up to the most difficult and dangerous Boss monsters. How you battle the monsters you encounter depends largely upon your party's composition and weapons. For example, a party composed of three magic users and a fighter type fights monsters differently than a party made up largely of fighter types (i.e., magic attacks against groups vs. stronger attacks on single monsters). Teams that have one or two party members equipped with whips or boomerangs that deal out smaller amounts of damage to groups of monsters attack differently than those equipped with single-target swords. Even simple differences such as having a Cleric instead of a Mage will affect your battle strategies.

NOTE All of the Bosses in *Dragon Warrior III* are covered in "A Walk Through the Worlds of *Dragon Warrior III*" in the locations they appear in the game.

Most monsters in *Dragon Warrior III* use physical attacks. As you continue through the game, the monsters become more complex, adding magic spells and special attacks to their repertoire. Always counter their magic spells with magic of your own. Stop monsters who rely heavily on magic by casting StopSpell. Some monsters have attacks that have additional effects, such as Poison or Paralysis. Others have attacks that mimic certain magic spells, but are unaffected by StopSpell. These include ice, fire, poison, and sleep breath-type attacks. Use the information about each monster given below to plan the best strategy for your particular team.

Slime/Medal #001

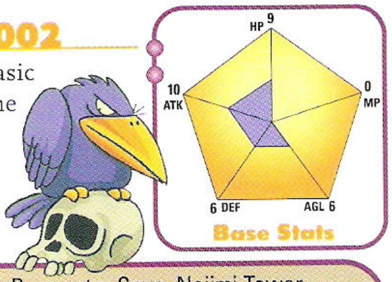
The most basic monster in the *Dragon Warrior* series, it has only physical attacks.



Location: Aliahan Region, Promontry Cave, Alefgard
Gold: 2G Exp: 4 Items: Herb

Raven/Medal #002

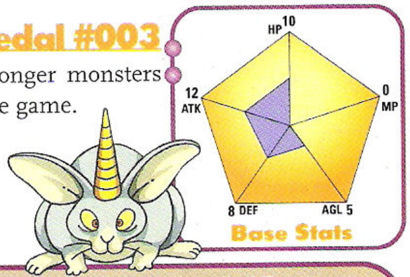
Raven is another basic monster found at the beginning of the game.



Location: Aliahan Region, Promontry Cave, Najimi Tower
Gold: 3G Exp: 6 Items: Herb

HornyHare/Medal #003

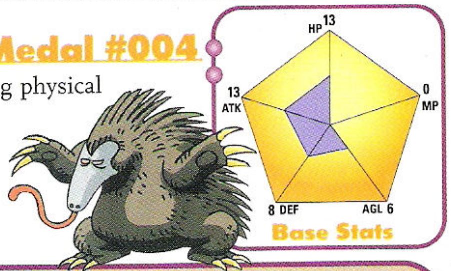
This is one of the stronger monsters found at the start of the game.



Location: Aliahan Region, Promontry Cave, Najimi Tower
Gold: 3G Exp: 8 Items: Herb

Anteater/Medal #004

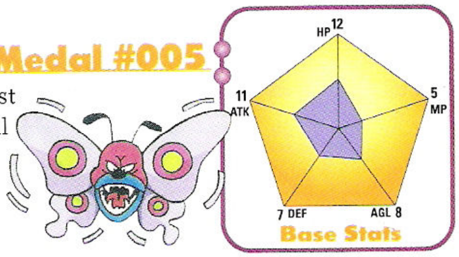
Anteater has strong physical attacks.



Location: Aliahan Region, Promontry Cave, Najimi Tower
Gold: 4G Exp: 12 Items: Leather Hat

Butterfly/Medal #005

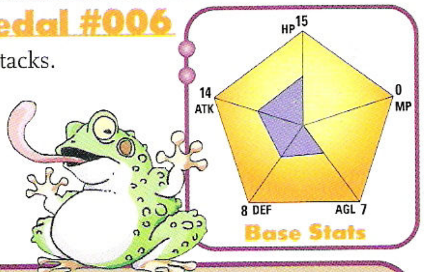
Butterfly can cast the spell Surround.



Location: East Aliahan Region, Najimi Tower, Tempt Cave
Gold: 4G Exp: 9 Items: WarpWing

Froggore/Medal #006

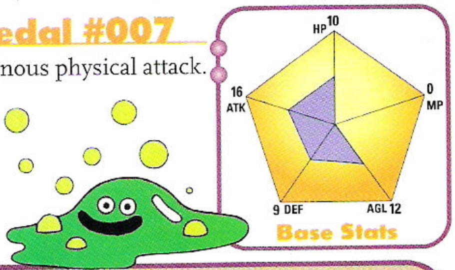
Froggore can parry attacks.



Location: East Aliahan Region, Najimi Tower
Gold: 5G Exp: 12 Items: Herb

Babble/Medal #007

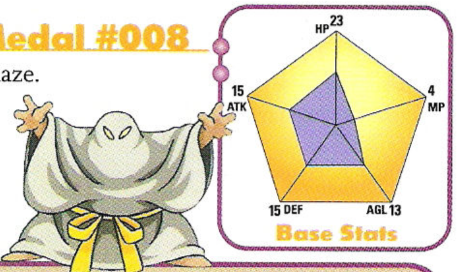
Babble has a poisonous physical attack.



Location: East Aliahan Region, Najimi Tower, Tempt Cave
Gold: 8G Exp: 16 Items: Antidote

Magician/Medal #008

Magician can cast Blaze.

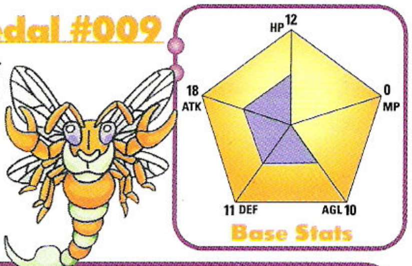


Location: East Aliahan Region, Romaly and Kazave Region, Najimi Tower

Gold: 10G Exp: 20 Items: Repellent

StingWasp/Medal #009

StingWasp can call for help (and another monster will arrive to help out).

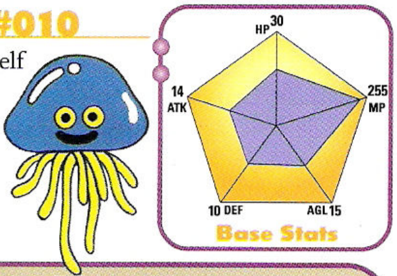


Location: East Aliahan Region, Najimi Tower, Tempt Cave

Gold: 6G Exp: 14 Items: LUCKSeed

Healer/Medal #010

Healer can cast Heal on itself and usually travels alone.

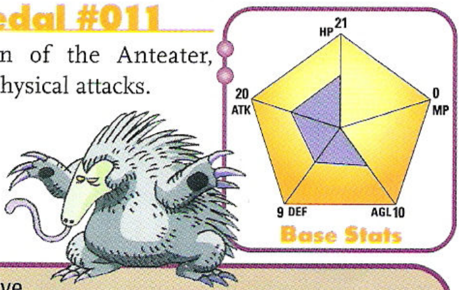


Location: East Aliahan Region, Baharata Region

Gold: 8G Exp: 24 Items: STRSeed

Echidna/Medal #011

A stronger version of the Anteater, Echidna uses only physical attacks.

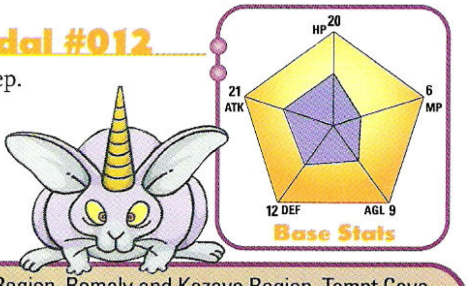


Location: Tempt Cave

Gold: 7G Exp: 12 Items: Herb

Almiraj/Medal #012

Almiraj can cast Sleep.

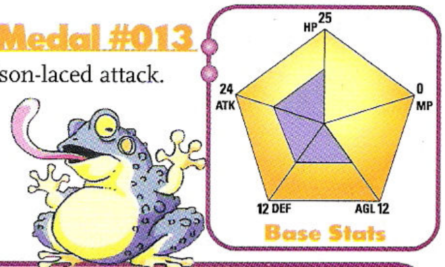


Location: East Aliahan Region, Romaly and Kazave Region, Tempt Cave

Gold: 8G Exp: 14 Items: Leather Hat

VenomToad/Medal #013

VenomToad has a Poison-laced attack.

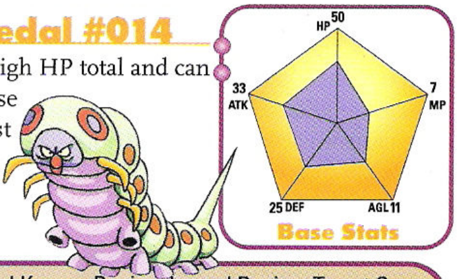


Location: Romaly and Kazave Region

Gold: 9G Exp: 20 Items: Antidote

Catapila/Medal #014

Catapila has a very high HP total and can cast the spell Increase to further boost defense.

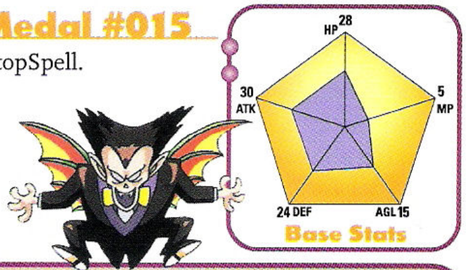


Location: Romaly and Kazave Region, Lancel Region, Tempt Cave

Gold: 12G Exp: 35 Items: Herb

Manabat/Medal #015

Manabat can cast StopSpell.

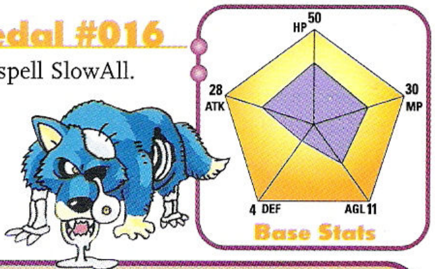


Location: Romaly and Kazave Region, Noaniels Region, Shampane Tower

Gold: 18G Exp: 29 Items: Knife

PutrePup/Medal #016

PutrePup can cast the spell SlowAll.

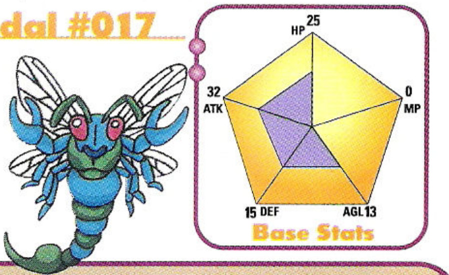


Location: Romaly and Kazave Region, Noaniels Region

Gold: 15G Exp: 29 Items: LifeAcorn

KillerBee/Medal #017

KillerBee has a Paralysis-inducing attack.

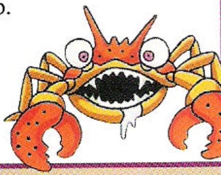


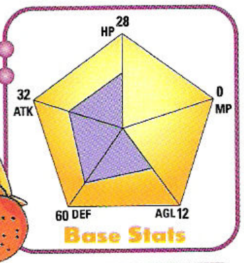
Location: Romaly and Kazave Region, Noaniels Region, Shampane Tower

Gold: 13G Exp: 26 Items: MoonHerb

ArmyCrab/Medal #018

ArmyCrab has a very high defense rating and can call for help.

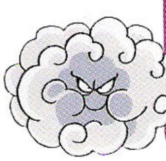


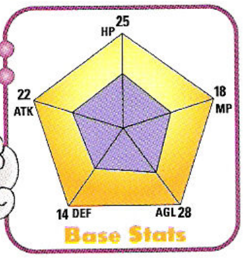


Location: Romaly and Kazave Region, Noaniels Region, Shampane Tower
Gold: 12G Exp: 35 Items: Traveler's Clothes

GasCloud/Medal #019

GasCloud can cast the spell Blaze.

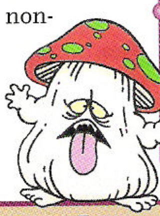


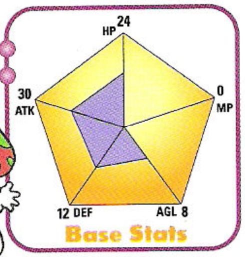


Location: Noaniels Region, Ashalam Region, Shampane Tower
Gold: 14G Exp: 35 Items: VITSeed

BigShroom/Medal #020

BigShroom can cast a non-magical sleep attack.

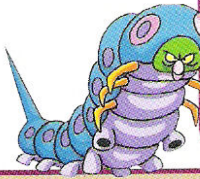


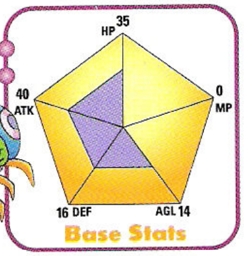


Location: Isis Region, Shampane Tower
Gold: 18G Exp: 39 Items: Repellent

VenomWorm/Medal #021

Watch out for VenomWorm's Poison-laced attacks.

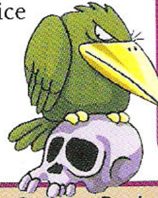


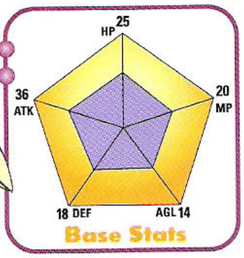


Location: Noaniels Region, Ashalam Region, Shampane Tower
Gold: 20G Exp: 47 Items: Antidote

MadRaven/Medal #022

MadRaven attacks twice every round.

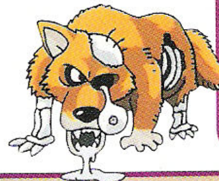


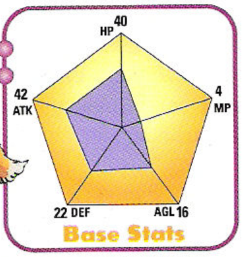


Location: Noaniels Region, Portoga Region
Gold: 22G Exp: 45 Items: AGLSeed

MadHound/Medal #023

MadHound can cast Defense.

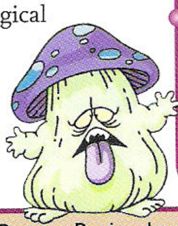


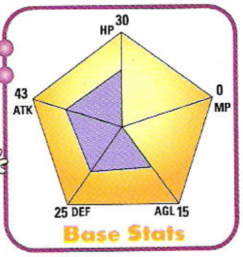


Location: Noaniels Region, Ashalam Region, Portoga Region
Gold: 14G Exp: 53 Items: INTSeed

Toadstool/Medal #024

Toadstool has a non-magical sleep attack.

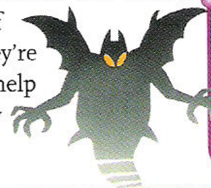


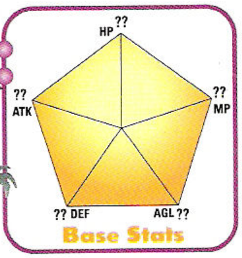


Location: Noaniels Region, Portoga Region, Lancel Region, Noaniels Cave
Gold: 20G Exp: 56 Items: WarpWing

Shadower/Medal #025

These mysterious creatures can take on the personalities of other monsters. They're known to call for help and can cast a variety of spells.

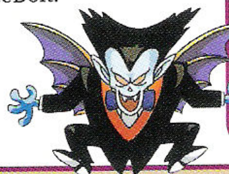


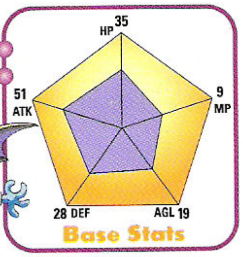


Location: Noaniels Region, Baharata Cave, Garuna Tower
Gold: ??? Exp: ??? Items: ???

Vampire/Medal #026

Vampire can cast IceBolt.

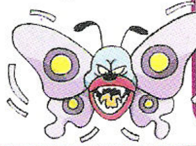


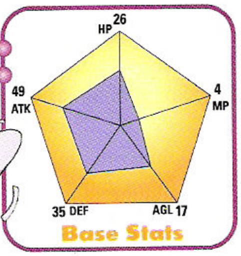


Location: Portoga Region, Noaniels Cave
Gold: 25G Exp: 61 Items: LUCKSeed

CarniMoth/Medal #027

CarniMoth can call for help and cast Surround. Also has a poisonous attack.

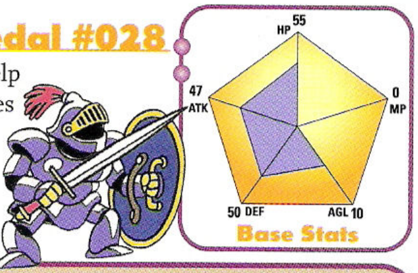




Location: Isis Region, Noaniels Cave
Gold: 15G Exp: 55 Items: Poison Needle

RogueNite/Medal #028

RogueNite can call for help and sometimes produces Brutal Hit.

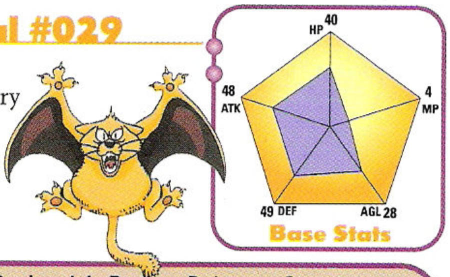


Location: Romaly and Kazave Region, Ashalam Region, Shampane Tower

Gold: 30G Exp: 68 Items: Copper Sword

CatFly/Medal #029

CatFly can cast StopSpell and parry attacks.

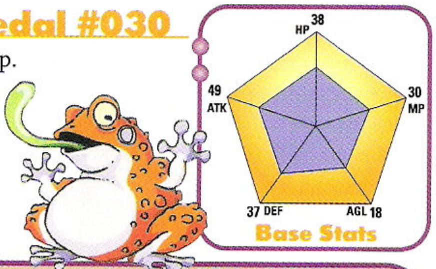


Location: Ashalam Region, Isis Region, Baharata Cave

Gold: 20G Exp: 65 Items: Plush Suit

KingToad/Medal #030

KingToad can cast Sleep.

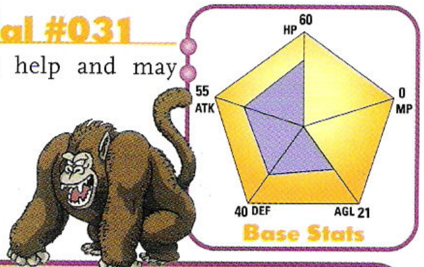


Location: Zipangu-Muor Region, Pyramid, Zipangu Cave

Gold: 23G Exp: 70 Items: Spiny Whip

WildApe/Medal #031

WildApe can call for help and may produce a Brutal Hit.

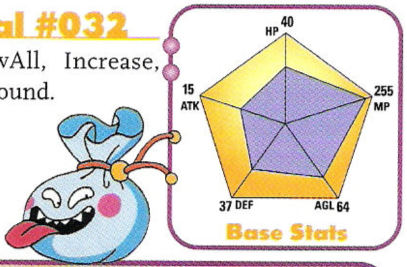


Location: Ashalam Region, Lancel Region

Gold: 30G Exp: 60 Items: STRSeed

TrickBag/Medal #032

TrickBag can cast SlowAll, Increase, StopSpell, Heal, and Surround.

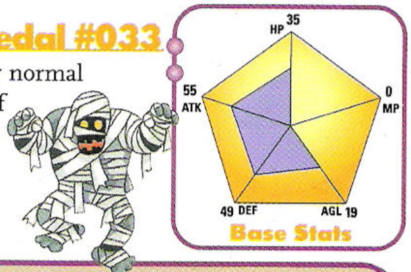


Location: Pyramid, Baharata Cave

Gold: 350G Exp: 5 Items: VITSeed

MummyMan/Medal #033

MummyMan uses mostly normal attacks, but can pull off Brutal Hit.

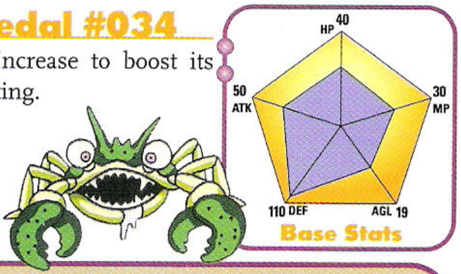


Location: Isis Region, Pyramid

Gold: 25G Exp: 73 Items: Token

HellCrab/Medal #034

HellCrab can cast Increase to boost its already high DEF rating.

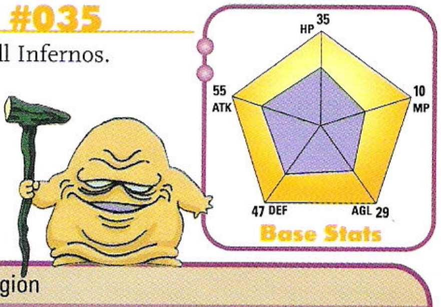


Location: Isis Region, Lancel Region, Navel of the Earth

Gold: 23G Exp: 78 Items: Bronze Shield

Druid/Medal #035

Druid can cast the spell Infernos.

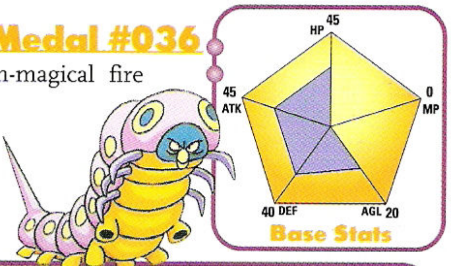


Location: Portoga Region

Gold: 35G Exp: 82 Items: LUCKSeed

Flamepede/Medal #036

Flamepede casts non-magical fire spells.

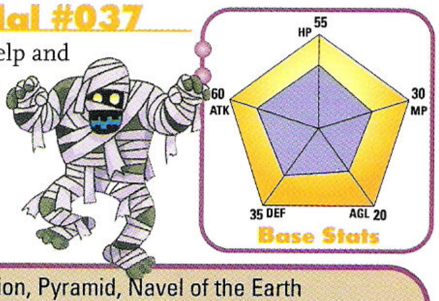


Location: Isis Region, Pyramid, Navel of the Earth

Gold: 35G Exp: 72 Items: INTSeed

Mummy/Medal #037

Mummy can call for help and can pull off Brutal Hit.

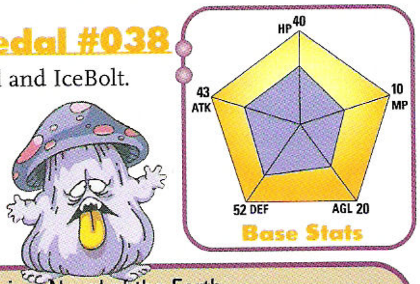


Location: Lancel Region, Pyramid, Navel of the Earth

Gold: 36G Exp: 82 Items: Repellent

DeadStool/Medal #038

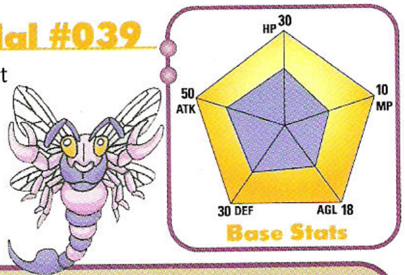
DeadStool can cast Heal and IceBolt.


HP 40
43 ATK
10 MP
52 DEF
AGL 20
Base Stats

Location: Baharata Region, Navel of the Earth
Gold: 40G Exp: 92 Items: WarpWing

HunterFly/Medal #039

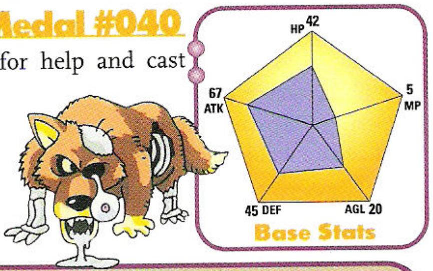
HunterFly can cast Firebal.


HP 30
50 ATK
10 MP
30 DEF
AGL 18
Base Stats

Location: Baharata Region, Baharata Cave, Garuna Tower
Gold: 25G Exp: 98 Items: Evade Suit

DeadHound/Medal #040

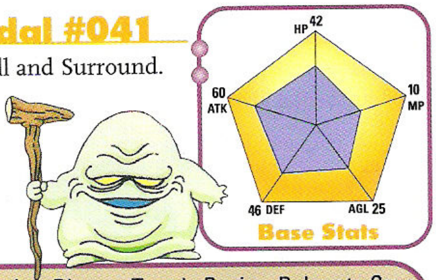
DeadHound can call for help and cast Surround.


HP 42
67 ATK
5 MP
45 DEF
AGL 20
Base Stats

Location: Baharata Region
Gold: 20G Exp: 95 Items: LifeAcorn

Mystifier/Medal #041

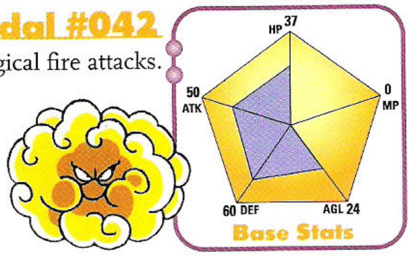
Mystifier casts PanicAll and Surround.


HP 42
60 ATK
10 MP
46 DEF
AGL 25
Base Stats

Location: Baharata Region, Dharma Temple Region, Baharata Cave
Gold: 55G Exp: 128 Items: Token

HeatCloud/Medal #042

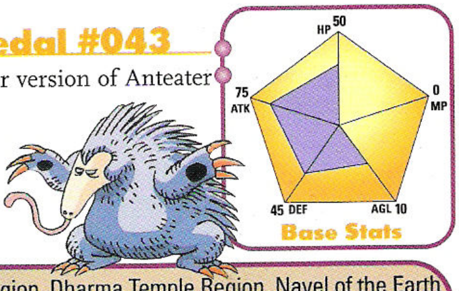
HeatCloud uses non-magical fire attacks.


HP 37
50 ATK
0 MP
60 DEF
AGL 24
Base Stats

Location: Baharata Region
Gold: 28G Exp: 105 Items: LUCKSeed

Antbear/Medal #043

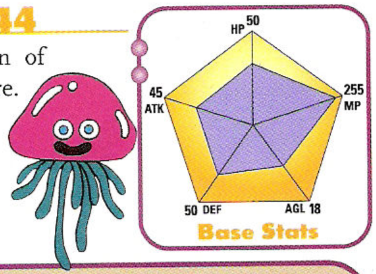
Antbear is a stronger version of Anteater and Echidna.


HP 50
75 ATK
0 MP
45 DEF
AGL 10
Base Stats

Location: Baharata Region, Dharma Temple Region, Navel of the Earth
Gold: 25G Exp: 110 Items: Spear

Curer/Medal #044

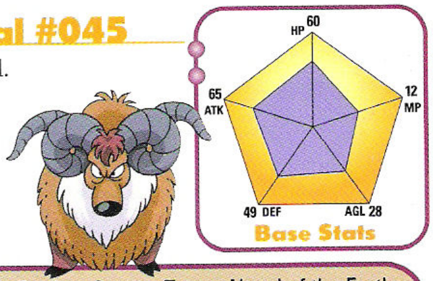
Curer is a stronger version of Healer and can cast HealMore.


HP 50
45 ATK
255 MP
50 DEF
AGL 18
Base Stats

Location: Edinbear Region, Samanao Cave, Gondo Region
Gold: 38G Exp: 278 Items: VITSeed

MadOx/Medal #045

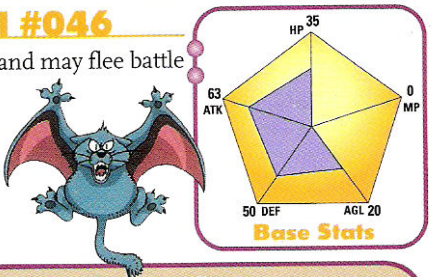
MadOx can cast Firebal.


HP 60
65 ATK
12 MP
49 DEF
AGL 28
Base Stats

Location: Dharma Temple Region, Garuna Tower, Navel of the Earth
Gold: 45G Exp: 162 Items: Leather Shield

Catula/Medal #046

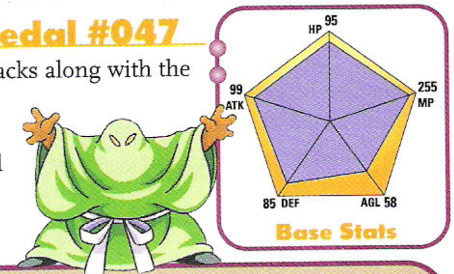
Catula can call for help and may flee battle if you are too strong.


HP 35
63 ATK
0 MP
50 DEF
AGL 20
Base Stats

Location: Baharata Cave, Dharma Temple Region
Gold: 35G Exp: 135 Items: Plush Suit

EvilMage/Medal #047

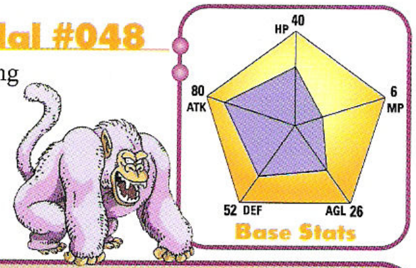
EvilMage use fire attacks along with the following spells: HealMore, Blizzard, StopSpell, Sleep, and PanicAll.


HP 95
99 ATK
255 MP
85 DEF
AGL 58
Base Stats

Location: Baramos' Castle
Gold: 85G Exp: 1,650 Items: World Leaf

KillerApe/Medal #048

KillerApe has very strong physical attacks.

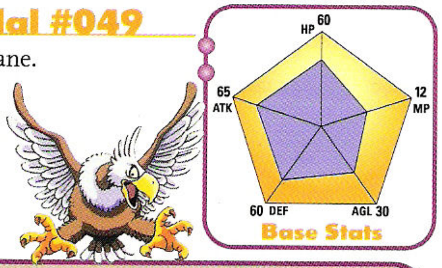

HP 40
80 ATK
6 MP
52 DEF
AGL 26
Base Stats

Location: Dharma Temple Region, Garuna Tower, Navel of the Earth

Gold: 45G Exp: 170 Items: WarpWing

Garuda/Medal #049

Garuda can cast Firebane.

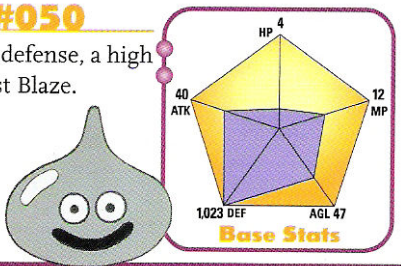

HP 60
65 ATK
12 MP
60 DEF
AGL 30
Base Stats

Location: Zipangu-Muor Region, Garuna Tower

Gold: 71G Exp: 220 Items: Token

Metaly/Medal #050

Metaly has extremely high defense, a high rate of fleeing, and can cast Blaze.

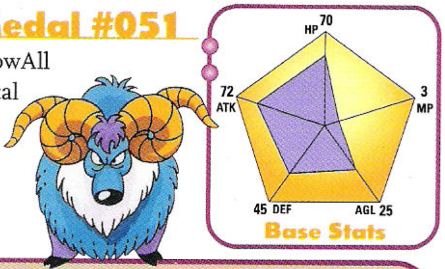

HP 4
40 ATK
12 MP
1,023 DEF
AGL 47
Base Stats

Location: Baharata Region, Garuna Tower, Zipangu Cave, Navel of the Earth

Gold: 5G Exp: 4,140 Items: AGLSeed

Goategon/Medal #051

Goategon can cast SlowAll in addition to physical attacks.

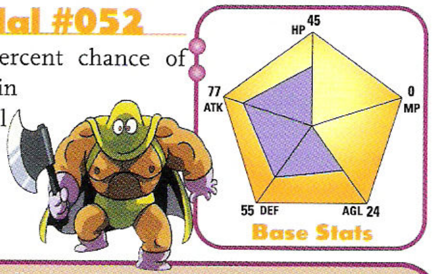

HP 70
72 ATK
3 MP
45 DEF
AGL 25
Base Stats

Location: Tedanki Region, Lancel Region

Gold: 50G Exp: 297 Items: STRSeed

Executer/Medal #052

Executer has a 25 percent chance of producing a Brutal Hit in addition to its normal physical attacks.

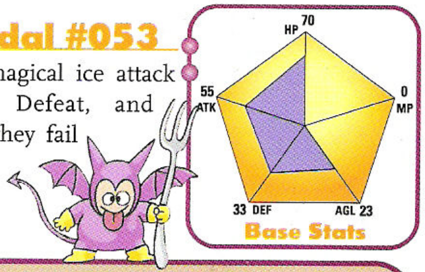

HP 45
77 ATK
0 MP
55 DEF
AGL 24
Base Stats

Location: Dharma Temple Region, Baharata Cave, Navel of the Earth

Gold: 35G Exp: 150 Items: Poison Needle

Demonite/Medal #053

Demonite has a non-magical ice attack and casts Explodet, Defeat, and Sacrifice even though they fail because it has no MP.

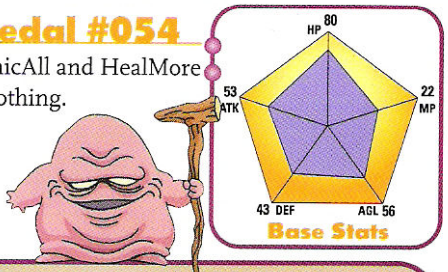

HP 70
55 ATK
0 MP
33 DEF
AGL 23
Base Stats

Location: Zipangu-Muor Region, Navel of the Earth

Gold: 45G Exp: 100 Items: Wizard Ring

Deranger/Medal #054

Deranger can cast PanicAll and HealMore but at times will do nothing.

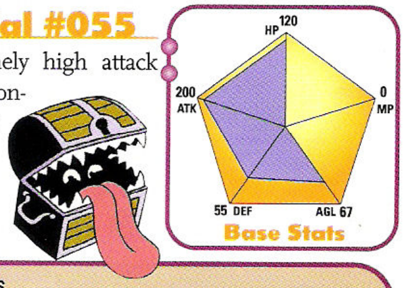

HP 80
53 ATK
22 MP
43 DEF
AGL 56
Base Stats

Location: Soo Region, Zipangu Cave, Navel of the Earth

Gold: 48G Exp: 343 Items: Token

Cannibox/Medal #055

In addition to its extremely high attack strength, Cannibox has a non-magical sleep attack and can produce Brutal Hit.

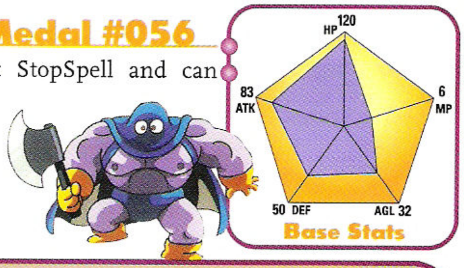

HP 120
200 ATK
0 MP
55 DEF
AGL 67
Base Stats

Location: Most dungeons

Gold: 60G Exp: 137 Items: None

Eliminato/Medal #056

Eliminato can cast StopSpell and can produce Brutal Hit.

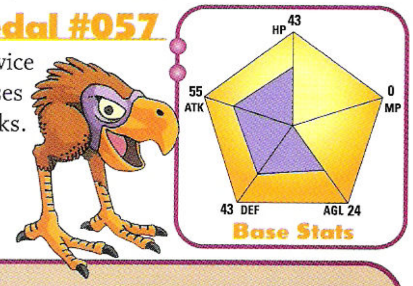

HP 120
83 ATK
6 MP
50 DEF
AGL 32
Base Stats

Location: Arp Tower

Gold: 53G Exp: 376 Items: Sickle

GreatBeak/Medal #057

GreatBeak can attack twice per round and only uses normal physical attacks.

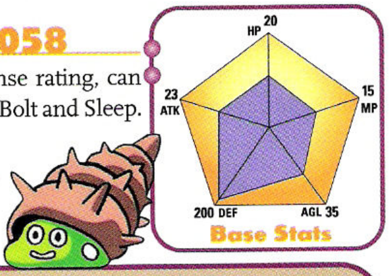

HP 43
55 ATK
0 MP
43 DEF
AGL 24
Base Stats

Location: Garuna Tower

Gold: 44G Exp: 175 Items: INTSeed

Snaily/Medal #058

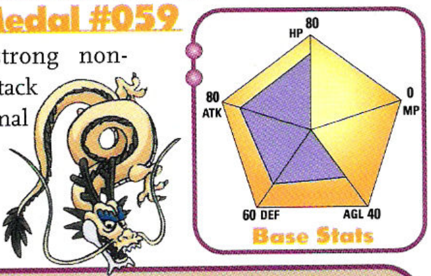
Snaily has a very high defense rating, can call for help, and can cast IceBolt and Sleep.



Location: Zipangu-Muor Region
Gold: 28G Exp: 210 Items: Stick

SkyDragon/Medal #059

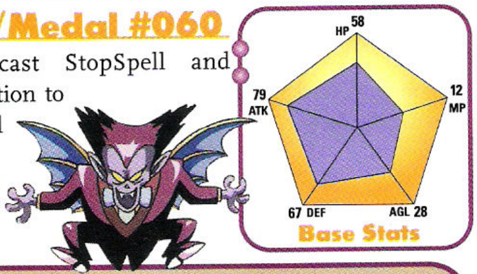
SkyDragon has a strong non-magical fire breath attack in addition to a normal physical attack.



Location: Zipangu-Muor Region, Garuna Tower, Navel of the Earth
Gold: 180G Exp: 800 Items: LifeAcorn

Barnabas/Medal #060

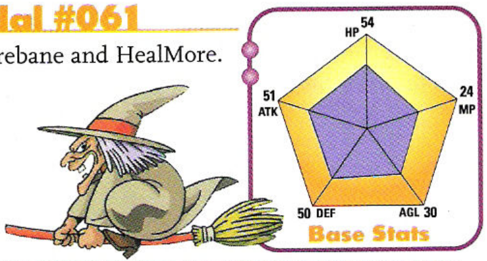
Barnabas can cast StopSpell and HealMore in addition to normal physical attacks.



Location: Zipangu-Muor Region, Edinbear Region, Arp Tower
Gold: 52G Exp: 235 Items: Traveler's Clothes

Witch/Medal #061

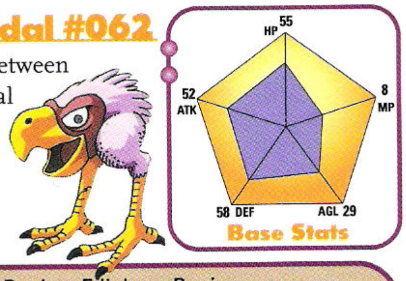
Witch can cast Firebane and HealMore.



Location: Tedanki Region, Edinbear Region, Navel of the Earth
Gold: 52G Exp: 305 Items: Hide Herb

MadPecker/Medal #062

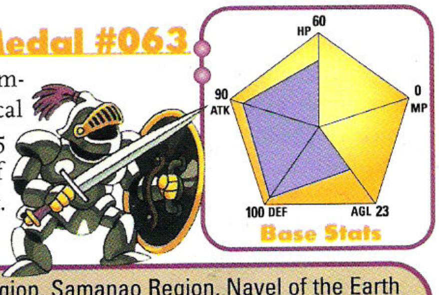
MadPecker alternates between Defense and a normal physical attack.



Location: Zipangu-Muor Region, Edinbear Region
Gold: 37G Exp: 228 Items: AGLSeed

HellArmor/Medal #063

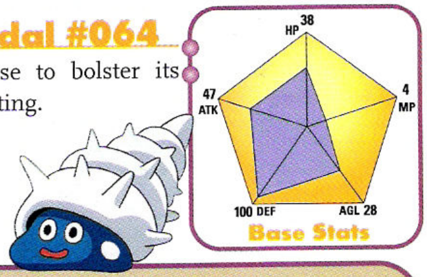
HellArmor relies completely on physical attacks and has a 35 percent chance of producing a Brutal Hit.



Location: Tedanki Region, Samanao Region, Navel of the Earth
Gold: 57G Exp: 315 Items: Iron Armor

SeaSlime/Medal #064

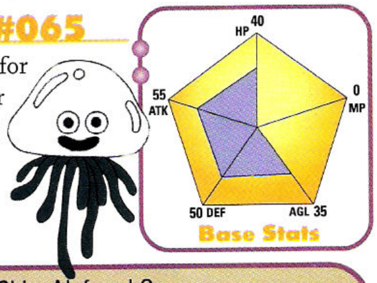
SeaSlime casts Increase to bolster its already high defense rating.



Location: Ocean, Samanao Region, Alefgard Ocean
Gold: 35G Exp: 197 Items: WarpWing

Jellyfish/Medal #065

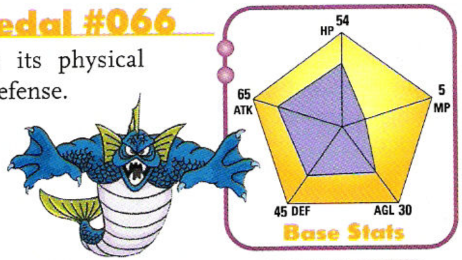
Besides being able to call for reinforcements, this monster also has a Paralysis-inducing physical attack.



Location: Ocean, Phantom Ship, Alefgard Ocean
Gold: 38G Exp: 180 Items: MoonHerb

Merman/Medal #066

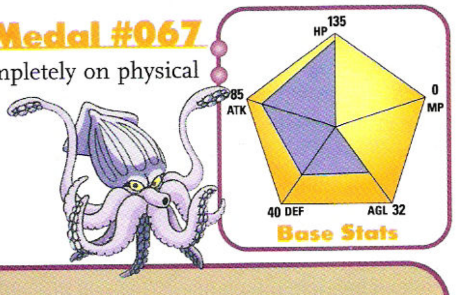
Merman enhances its physical attacks by casting Defense.



Location: Ocean
Gold: 48G Exp: 240 Items: STRSeed

KingSquid/Medal #067

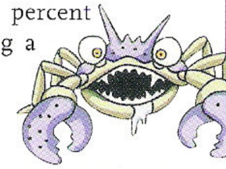
KingSquid relies completely on physical attacks.

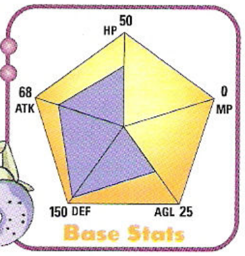


Location: Ocean
Gold: 90G Exp: 355 Items: LifeAcorn

Crabus/Medal #068

Crabus has a high defense rating and a 25 percent chance of producing a Brutal Hit.



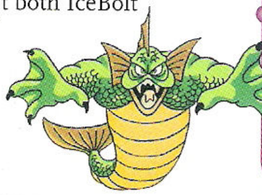


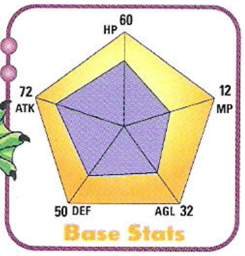
Location: Ocean, Samanao Region, Phantom Ship

Gold: 45G Exp: 290 Items: Shell Armor

Merdane/Medal #069

Merdane can cast both IceBolt and HealMore.



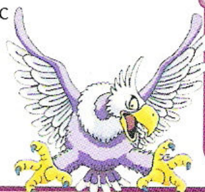


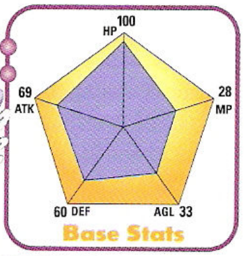
Location: Ocean, Soo Region, Phantom Ship

Gold: 58G Exp: 263 Items: Leather Hat

MadCondor/Medal #070

MadCondor loves to cast Disperse in addition to its basic physical attack.



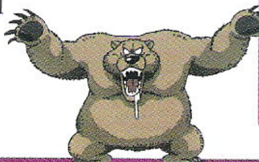


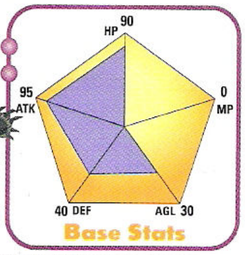
Location: Ocean, Soo Region, Arp Tower

Gold: 71G Exp: 367 Items: Token

Bruin/Medal #071

Bruin relies completely on its extremely strong physical attack.



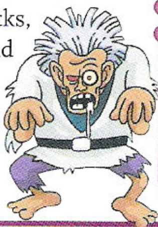


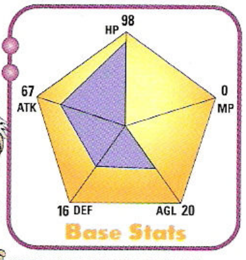
Location: Zipangu-Muor Region, Zipangu Cave, Arp Tower

Gold: 55G Exp: 440 Items: STRSeed

Hork/Medal #072

In addition to normal attacks, Hork can parry attacks and may also do nothing.



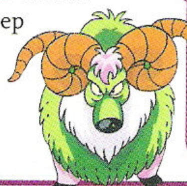


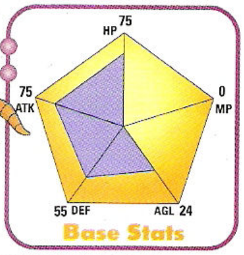
Location: Baharata Region, Tedanki Region, Zipangu Cave

Gold: 15G Exp: 120 Items: Cloth Tunic

BigHorn/Medal #073

BigHorn mixes normal attacks with a non-magical sleep attack.



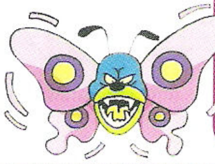


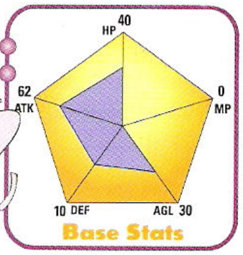
Location: Soo Region, Greenlad, Arp Tower

Gold: 68G Exp: 353 Items: Repellent

StingMoth/Medal #074

StingMoth alternates normal attacks with a paralyzing one.



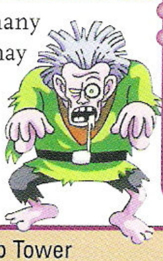


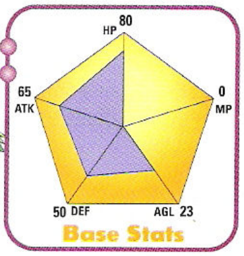
Location: Soo Region, Garuna Tower, Arp Tower

Gold: 35G Exp: 165 Items: MoonHerb

VenomHork/Medal #075

VenomHork uses many poisonous attacks and may also call for help.



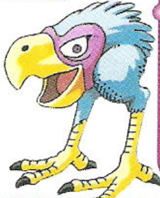


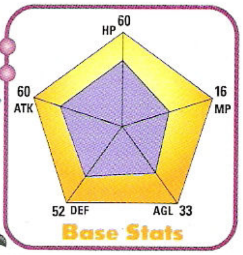
Location: Soo Region, Arp Tower

Gold: 25G Exp: 368 Items: Antidote

BlueBeak/Medal #076

BlueBeak mixes physical attacks with the spell Infernos.



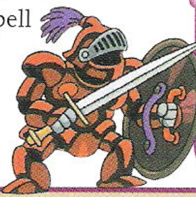


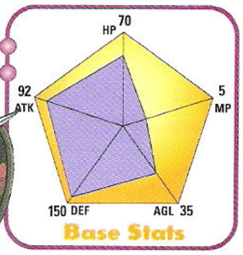
Location: Soo Region, Samanao Region, Arp Tower

Gold: 32G Exp: 372 Items: None

KillArmor/Medal #077

KillArmor mixes normal attacks with the spell Defense.



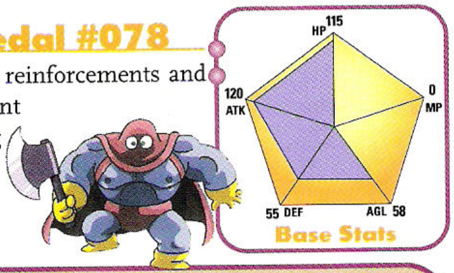


Location: Samanao Region, Arp Tower, Samanao Cave

Gold: 80G Exp: 418 Items: Steel Armor

Avenger/Medal #078

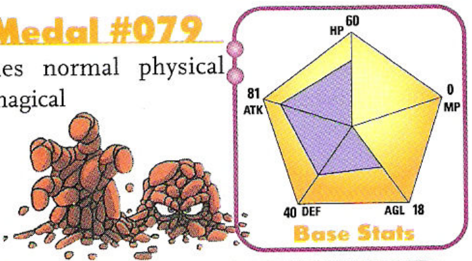
Avenger can call for reinforcements and has a 25 percent chance of producing a Brutal Hit.



Location: Empress Castle–East Kazave Region					
Gold:	42G	Exp:	940	Items:	Iron Axe

LavaMan/Medal #079

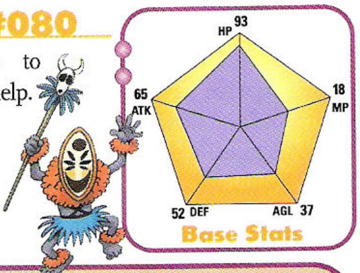
LavaMan combines normal physical attacks with non-magical fire attacks.



Location: Zipangu Cave					
Gold:	61G	Exp:	417	Items:	World Leaf

Shaman/Medal #080

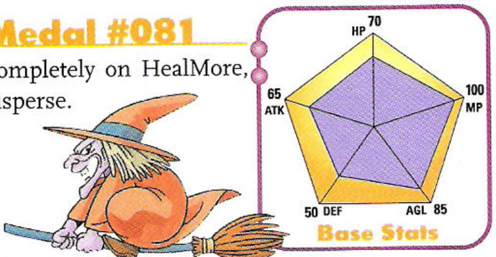
Shaman's magic is limited to HealMore but it can also call for help.



Location: Tedanki Region, Lancel Region, Soo Region					
Gold:	50G	Exp:	358	Items:	LUCKSeed

OldHag/Medal #081

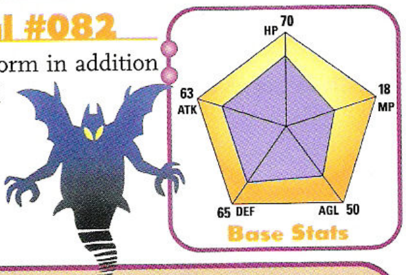
OldHag relies completely on HealMore, Firebane, and Disperse.



Location: Samanao Region, Empress Castle–East Kazave Region					
Gold:	63G	Exp:	463	Items:	Hide Herb

Shadow/Medal #082

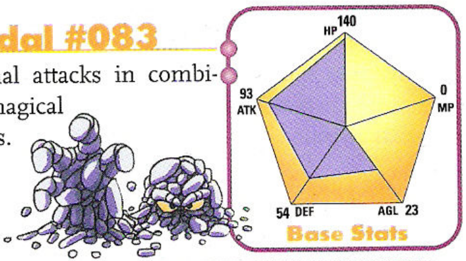
Shadow can cast SnowStorm in addition to its normal physical attack.



Location: Samanao Cave					
Gold:	31G	Exp:	743	Items:	Spiny Whip

IceMan/Medal #083

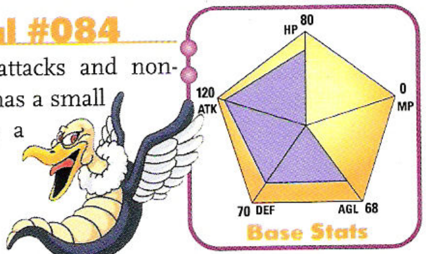
IceMan uses normal attacks in combination with non-magical ice and sleep attacks.



Location: Greenlad, Leiamland, Gondo Region					
Gold:	74G	Exp:	405	Items:	Magic Hat

Wyvern/Medal #084

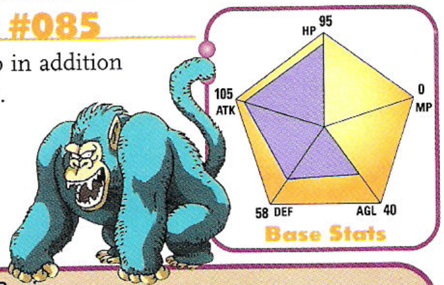
Wyvern uses normal attacks and non-magical fire attacks. It has a small chance of producing a Brutal Hit.



Location: Alefgard Region					
Gold:	75G	Exp:	1,780	Items:	WarpWing

Kong/Medal #085

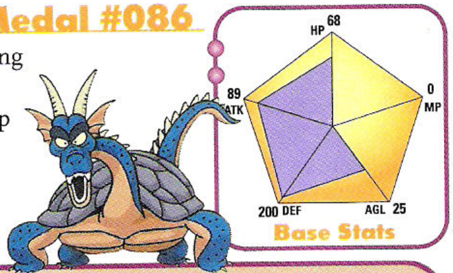
Kong can call for help in addition to its powerful attacks.



Location: Samanao Region					
Gold:	68G	Exp:	432	Items:	LifeAcorn

Tortragon/Medal #086

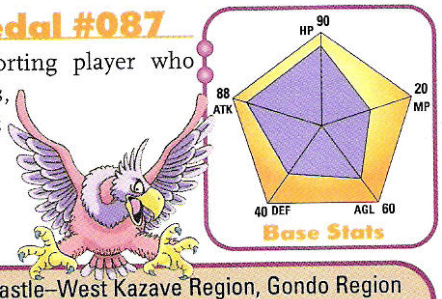
Tortragon has a strong defense mixed with non-magical sleep attacks.



Location: Ocean, Samanao Region, Samanao Cave					
Gold:	88G	Exp:	652	Items:	Iron Helm

BlissBird/Medal #087

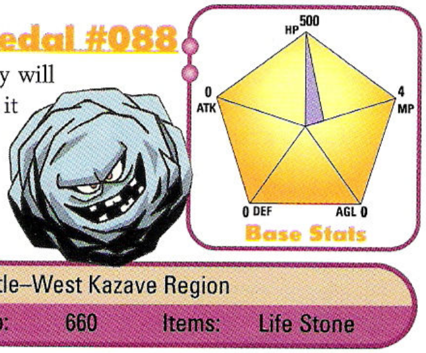
BlissBird is a supporting player who either casts HealUs, flees, or just does nothing.



Location: Empress Castle–West Kazave Region, Gondo Region					
Gold:	85G	Exp:	980	Items:	Token

BombCrag/Medal #088

Mostly likely this enemy will do nothing in battle, but it can cast Sacrifice.

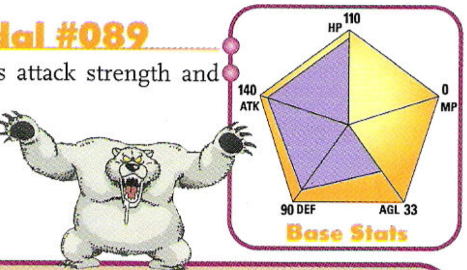


Location: Empress Castle–West Kazave Region

Gold: 105G Exp: 660 Items: Life Stone

Grizzly/Medal #089

Grizzly relies on its attack strength and may produce a Brutal Hit (13 percent chance).

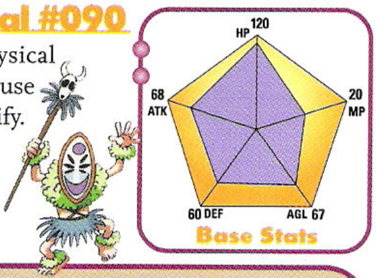


Location: Empress Castle-West Kazave Region, Samanao Region

Gold: 65G Exp: 523 Item: STRSeed

VoodooMan/Medal #090

VoodooMan has no physical attack. It may call for help or use RobMagic, HealMore, or Vivify.

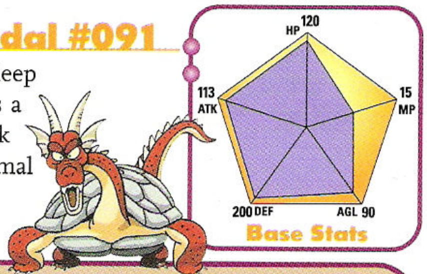


Location: Samanao Region, Samanao Cave

Gold: 95G Exp: 673 Items: World Leaf

TortoLord/Medal #091

TortoLord can cast Sleep and Bounce. It also has a non-magical fire attack in addition to its normal attack.

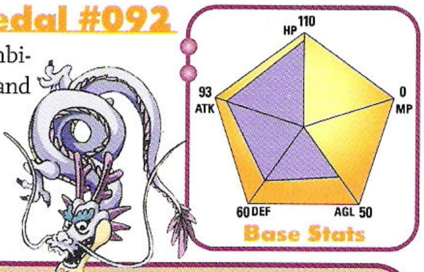


Location: Gondo Region, Gondo Cave, Rocky Cave, Rubiss Tower

Gold: 120G Exp: 1,420 Items: LUCKSeed

IceDragon/Medal #092

IceDragon uses a combination of blizzard attacks and normal physical blows.

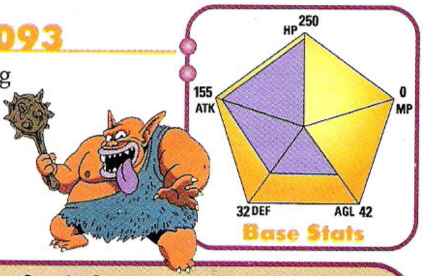


Location: Leiamland, Greenlad, Baramos' Castle

Gold: 90G Exp: 440 Items: LifeAcorn

Troll/Medal #093

Troll has very damaging physical attacks.

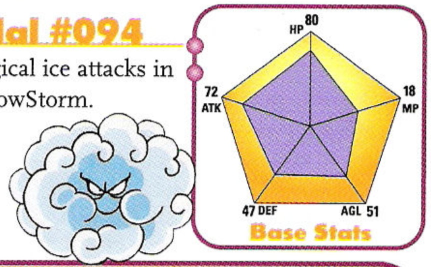


Location: Gondo Region, Gondo Cave

Gold: 105G Exp: 1,030 Items: Club

IceCloud/Medal #094

IceCloud uses non-magical ice attacks in addition to the spell SnowStorm.

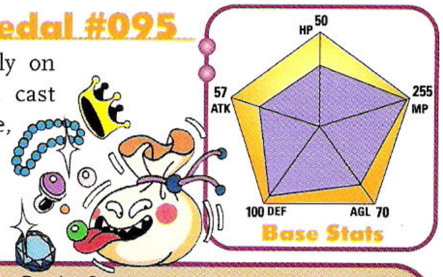


Location: Gondo Region, Gondo Cave, Alefgard Ocean

Gold: 68G Exp: 1,070 Items: Token

JewelBag/Medal #095

JewelBag relies heavily on magic spells. It can cast Surround, Defense, SlowAll, and PanicAll.

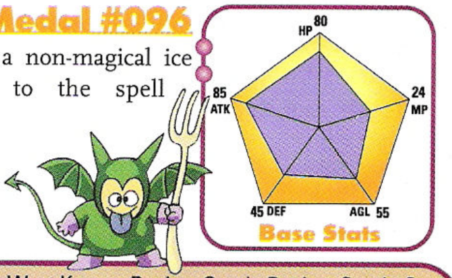


Location: Gondo Cave, Rocky Cave

Gold: 1,023G Exp: 10 Items: Flashy Coat

MiniDemon/Medal #096

MiniDemon can use a non-magical ice attack in addition to the spell BlazeMore.

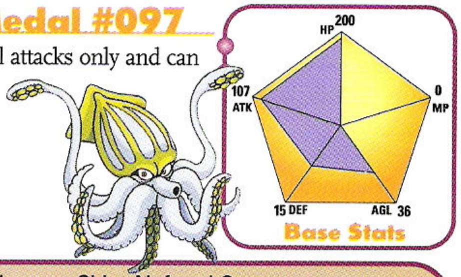


Location: Empress Castle–West Kazave Region, Gondo Region, Gondo Cave

Gold: 89G Exp: 587 Items: Misery Helmet

Tentacles/Medal #097

Tentacles uses physical attacks only and can attack twice per round.

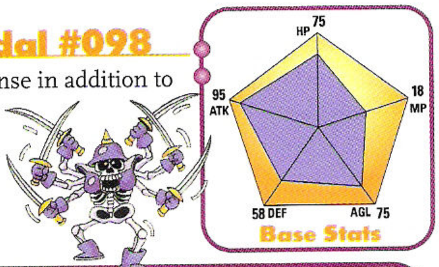


Location: Ocean, Phantom Ship, Alefgard Ocean

Gold: 120G Exp: 1,280 Items: Fighting Suit

Skeletor/Medal #098

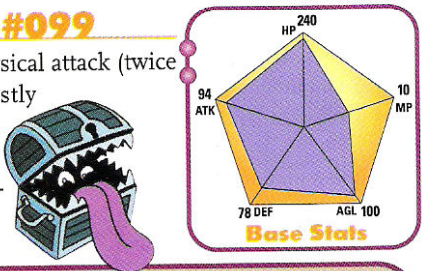
Skeletor can cast Defense in addition to its normal attack.



Location: Samanao Cave, Phantom Ship
Gold: 68G Exp: 843 Items: Steel Sword

Mimic/Medal #099

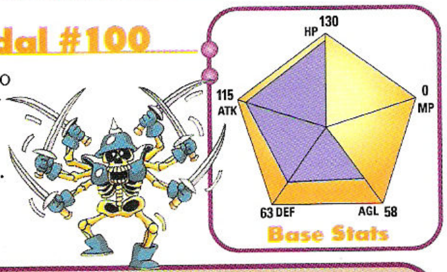
Mimic has a strong physical attack (twice per round) but mostly relies on RobMagic, Sleep, BlazeMore, and Beat (which it particularly likes).



Location: Most Dungeons
Gold: 110G Exp: 735 Items: Demon Axe

HellNite/Medal #100

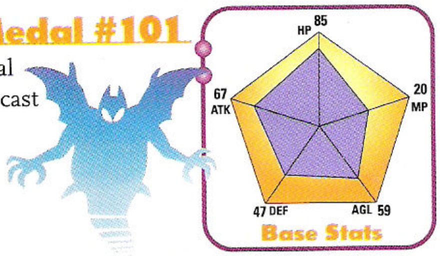
HellNite performs two attacks per round of battle and can paralyze with a powerful breath.



Location: Gondo Cave, Baramos' Castle, Alefgard, Rocky Cave
Gold: 73G Exp: 1,190 Items: AGLSeed

Hologhost/Medal #101

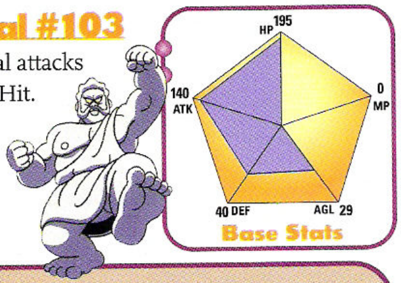
In addition to a normal attack, Hologhost can cast Beat and Defeat.



Location: Gondo Cave, Baramos' Castle, Alefgard Ocean, Rocky Cave
Gold: 42G Exp: 1,040 Items: Token

StoneMan/Medal #103

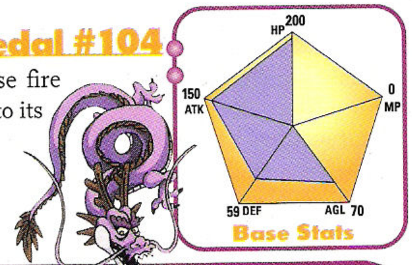
StoneMan relies on physical attacks and may produce a Brutal Hit.



Location: Baramos' Castle
Gold: 82G Exp: 1,780 Items: Terra Armor

Salamandr/Medal #104

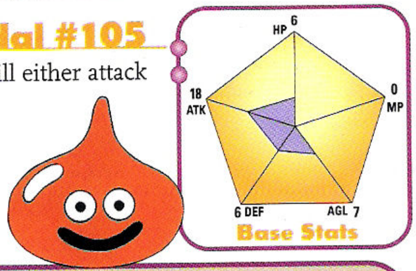
Salamandr has an intense fire breath attack in addition to its normal attack.



Location: Alefgard, Rubiss Tower, Nail Mark, Zoma's Castle
Gold: 180G Exp: 6,000 Items: STRSeed

RedSlime/Medal #105

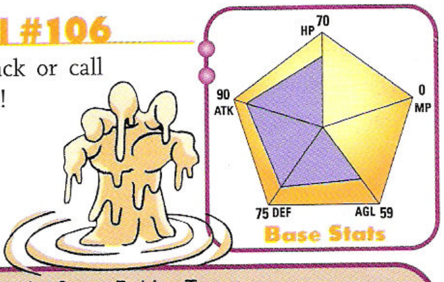
Like the blue Slime, it will either attack or flee in battle.



Location: Alefgard
Gold: 2G Exp: 8 Items: Herb

Goopi/Medal #106

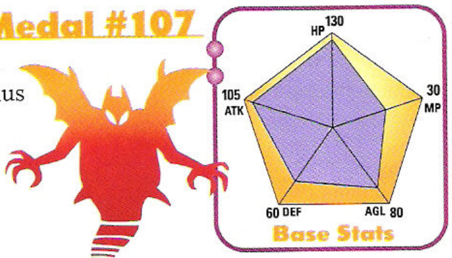
Goopi will either attack or call for help—fear its help!



Location: Alefgard, Rocky Cave, Rubiss Tower
Gold: 78G Exp: 720 Items: Iron Claw

VileShade/Medal #107

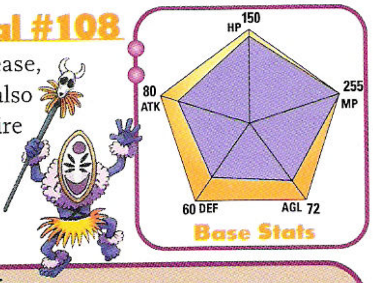
VileShade has a sleep-laced attack plus the spell Beat.



Location: Alefgard, Rubiss Tower
Gold: 77G Exp: 1,710 Items: Life Stone

VoodooWiz/Medal #108

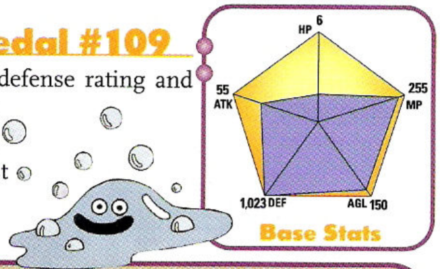
VoodooWiz can cast Increase, BlazeMore, and HealAll. It also may call for help or use its fire attack.



Location: Alefgard, Rubiss Tower
Gold: 105G Exp: 1,930 Items: Bug Powder

Metabble/Medal #109

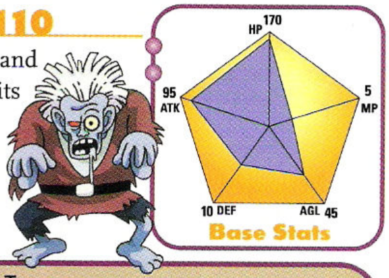
Metabble has a high defense rating and even higher chance that it will flee before you defeat it. It can cast Firebal.



Location: Alefgard, Rubiss Tower
Gold: 10G Exp: 40,200 Items: LUCK Shoes

Ghoul/Medal #110

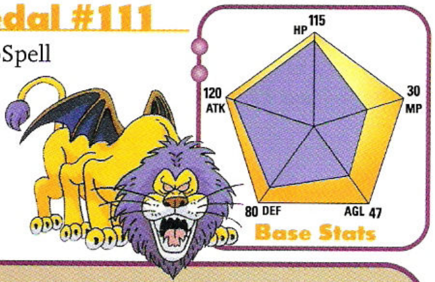
Ghoul can cast Surround and call for help in addition to its physical attack.



Location: Alefgard, Rubiss Tower
Gold: 48G Exp: 1,270 Items: Evade Suit

Lionhead/Medal #111

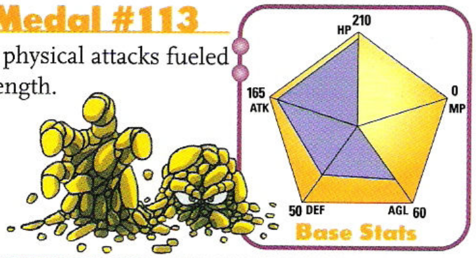
Lionhead can cast StopSpell and Firebane.



Location: Alefgard
Gold: 98G Exp: 1,350 Items: Sorrow Shield

Goldman/Medal #113

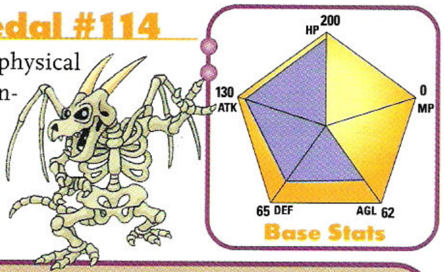
Goldman relies on physical attacks fueled by tremendous strength.



Location: Alefgard
Gold: 1,023G Exp: 390 Items: Golden Claw

Skullgon/Medal #114

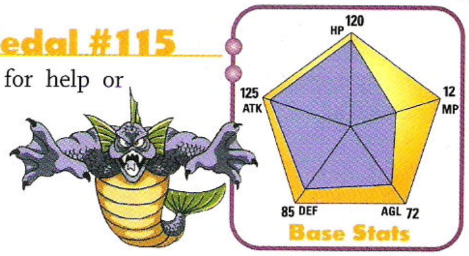
Skullgon relies on physical attacks and non-magical ice blasts.



Location: Alefgard
Gold: 78G Exp: 2,350 Items: STRSeed

MerKing/Medal #115

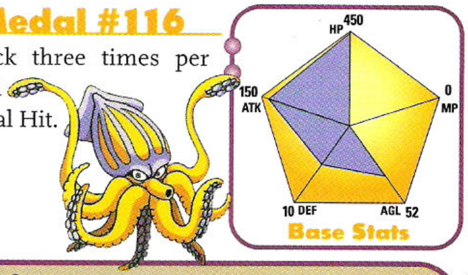
MerKing may call for help or cast SnowStorm.



Location: Alefgard Ocean
Gold: 110G Exp: 1,590 Items: Magic Bikini

Kragacle/Medal #116

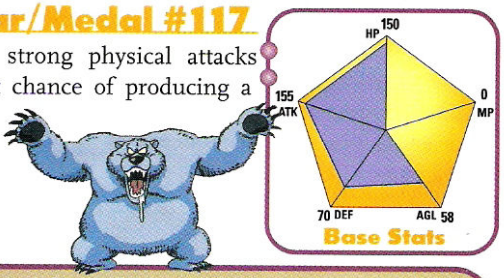
Kragacle can attack three times per round of battle and may produce a Brutal Hit.



Location: Alefgard Ocean
Gold: 160G Exp: 2,090 Items: LifeAcorn

DarthBear/Medal #117

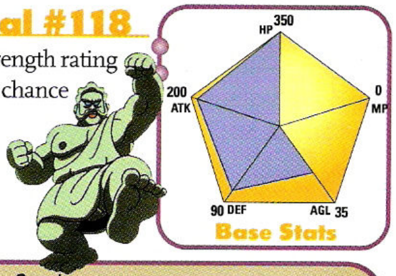
DarthBear has strong physical attacks with 25 percent chance of producing a Brutal Hit.



Location: Alefgard, Rocky Cave, Rubiss Tower
Gold: 130G Exp: 2,080 Items: AGLSeed

GrndTitan/Medal #118

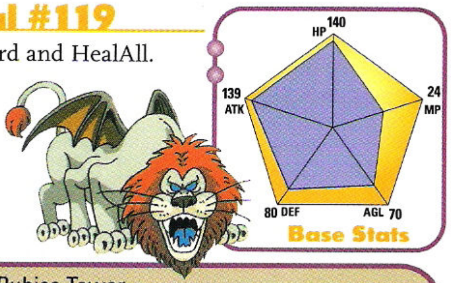
GrndTitan has a very high strength rating combined with a 25 percent chance of producing a Brutal Hit.



Location: Alefgard, Zoma's Castle
Gold: 150G Exp: 2,500 Items: Thor Sword

Leona/Medal #119

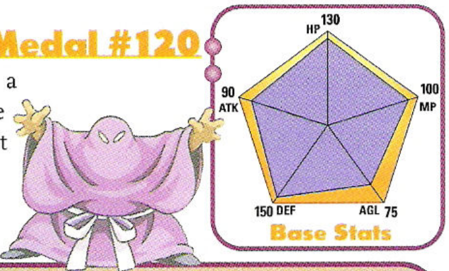
Leona can cast Blizzard and HealAll.



Location: Alefgard, Rubiss Tower
Gold: 90G Exp: 2,780 Items: Sorrow Shield

Archmage/Medal #120

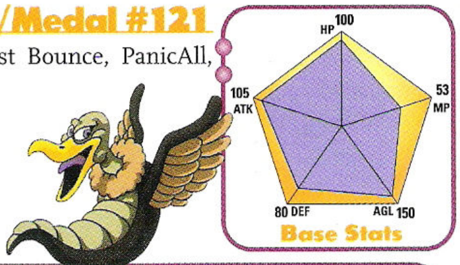
In addition to a paralysis attack, the Archmage can cast Explodet and Revive.



Location: Alefgard, Nail Mark, Zoma's Castle
Gold: 140G Exp: 2,850 Items: Bounce Staff

MagWyvern/Medal #121

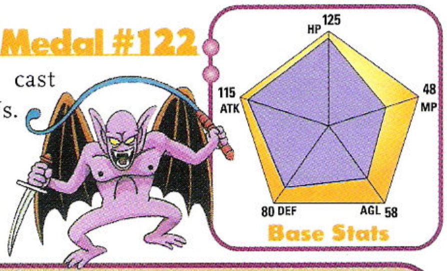
MagWyvern can cast Bounce, PanicAll, and HealAll.



Location: Alefgard, Rubiss Tower
Gold: 125G Exp: 2,240 Items: Magic Hat

WingDemon/Medal #122

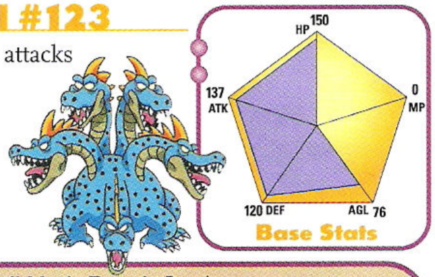
WingDemon can cast BlazeMost and HealUs.



Location: Alefgard, Rubiss Tower
Gold: 90G Exp: 2,490 Items: Seduce Sword

Hydra/Medal #123

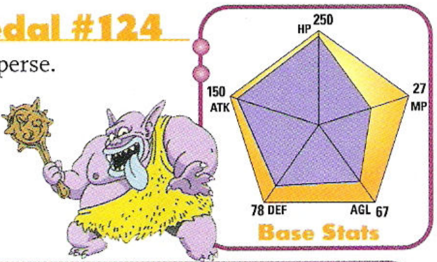
Hydra uses physical attacks and fire blasts.



Location: Alefgard, Nail Mark, Zoma's Castle
Gold: 95G Exp: 3,090 Items: World Leaf

TrollKing/Medal #124

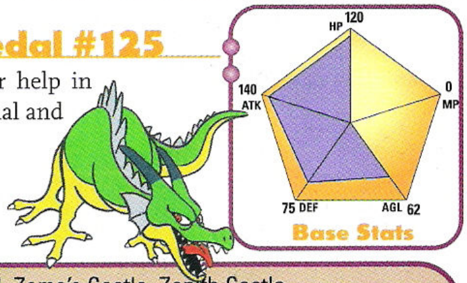
TrollKing can cast Disperse.



Location: Alefgard, Nail Mark, Zoma's Castle
Gold: 120G Exp: 3,050 Items: Thor Sword

Dragon/Medal #125

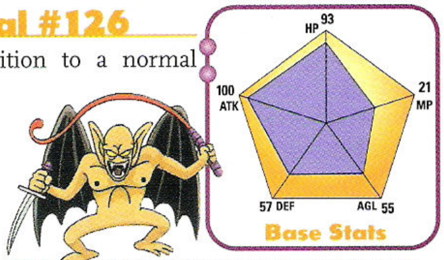
Dragon can call for help in addition to its normal and fire attack.



Location: Alefgard, Zoma's Castle, Zenith Castle
Gold: 107G Exp: 2,600 Items: VITSeed

Balrog/Medal #126

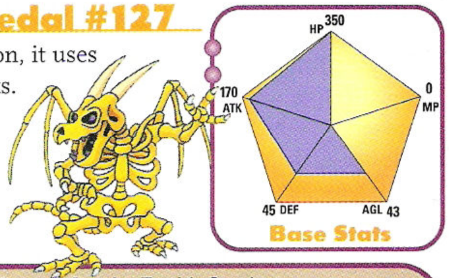
Casts Defeat in addition to a normal physical attack.



Location: Alefgard, Zoma's Castle, Zenith Castle
Gold: 80G Exp: 3,270 Items: Magic Hat

Putregon/Medal #127

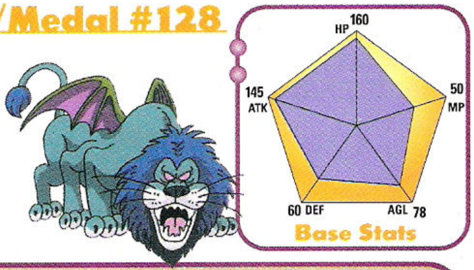
Similar to the Skullgon, it uses normal and ice attacks.



Location: Alefgard, Zoma's Castle, Zenith Castle
Gold: 53G Exp: 3,500 Items: STRSeed

Mantigore/Medal #128

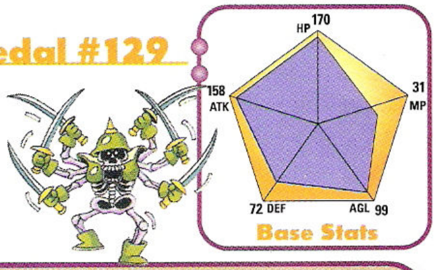
Mantigore can cast Infermost, BlazeMost, and Bounce.



Location: Alefgard, Zoma's Castle, Zenith Castle
Gold: 120G Exp: 3,060 Items: Sorrow Shield

Swordoid/Medal #129

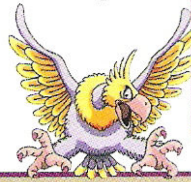
Swordoid attacks twice per round and casts HealMore.

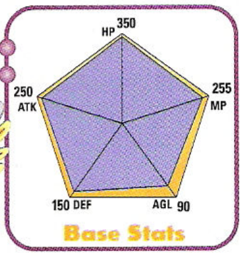


Location: Alefgard, Zoma's Castle
Gold: 87G Exp: 3,180 Items: Snow Sword

Phoenix/Medal #135

Phoenix can cast HealUs and Disperse.



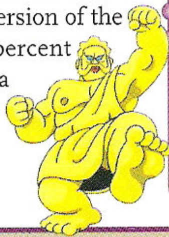


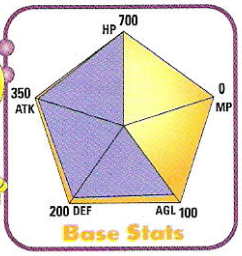
Location: Zenith Castle

Gold: 150G Exp: 3,700 Items: World Leaf

GateGuard/Medal #136

GateGuard is a stronger version of the GrndTitan. It has 25 percent chance of producing a Brutal Hit.



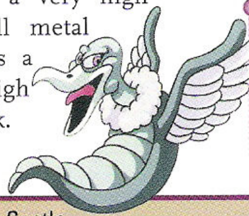


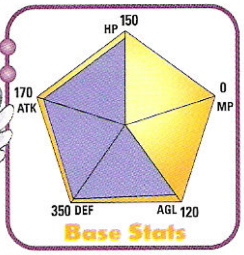
Location: Zenith Castle

Gold: 130 Exp: 8,500 Items: Tattoo

MtlWyvern/Medal #137

MtlWyvern has a very high defense, like all metal monsters. It has a medium and high powered ice attack.



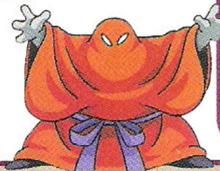


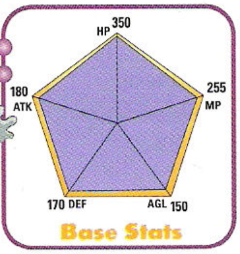
Location: Zenith Castle

Gold: 50G Exp: 9,000 Items: LUCK Shoes

DevilMage/Medal #138

DevilMage can cast Explodet, HealAll, Revive, TwinHits, StopSpell, and Defense.



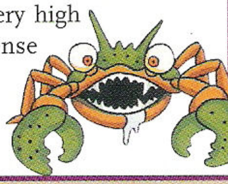


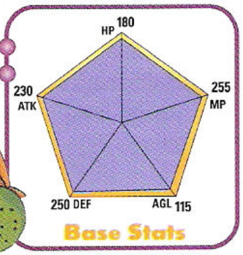
Location: Zenith Castle

Gold: 210 Exp: 4,300 Items: Wizard Ring

EvilCrab/Medal #139

EvilCrab can cast Sleep, Upper, and Increase and has very high attack and defense ratings.



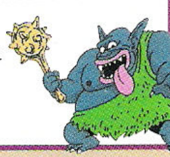


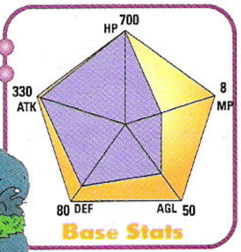
Location: Zenith Castle

Gold: 80 Exp: 2,500 Items: Shears

DarkTroll/Medal #140

DarkTroll has an extremely high attack rating in addition to lots of HP. It can cast TwinHits to increase strength further and has a 35 percent chance of performing a Brutal Hit.



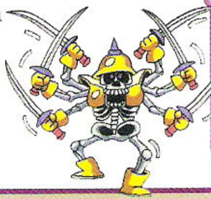


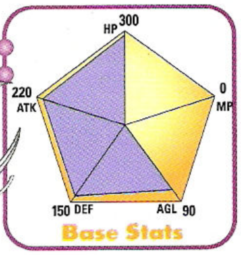
Location: Zenith Castle

Gold: 63G Exp: 3,700 Items: Smart Book

DemonSwrd/Medal #141

DemonSwrd can attack multiple times per round in addition to a paralyzing attack.



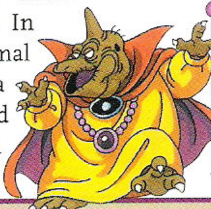


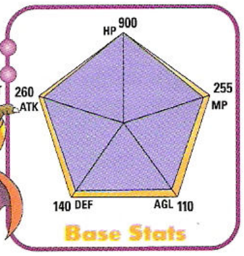
Location: Zenith Castle

Gold: 52 Exp: 2,800 Items: 2-Edged Sword

BaraEvil/Medal #142

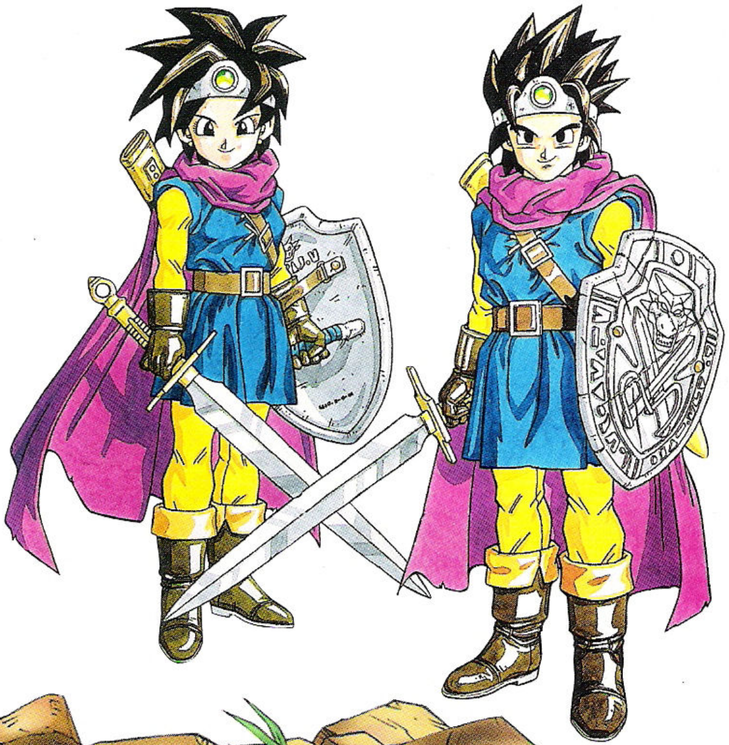
BaraEvil is another incarnation of Baramos. In addition to its normal attack, it has a massive ice attack and casts Explodet and BlazeMost.





Location: Zenith Castle

Gold: 150G Exp: 7,300 Items: Mystic Nut



WEAPONS, ARMOR, ACCESSORIES, ITEMS, AND EQUIPMENT

As you make your way through the worlds of *Dragon Warrior III*, you'll discover a large variety of weapons, armor, equipment, and other items that will add to the enjoyment of your quest. This chapter provides all of the information you'll need to know about all of these items, including their special effects and who can use them.

WEAPONS

STICKS

Stick

Buy: 5G Sell: 3G ATK Bonus: +2
How to Obtain: 🛡 💧 🧰

This is a simple cypress stick that anyone can use in battle.

Job Class: **H W F M C T D J S**

Club

Buy: 30G Sell: 22G ATK Bonus: +7
How to Obtain: 🛡 💧 🧰

This is a basic, everyday club made from an oak tree.

Job Class: **H W F C D J S**

SWORDS

Copper Sword

Buy: 100G Sell: 75G ATK Bonus: +12
How to Obtain: 🛡 💧

This is a basic sword made out of copper. It's the best weapon you can buy at the beginning of the game.

Job Class: **H W F C D J S**

Steel Sword

Buy: 1,300G Sell: 975G ATK Bonus: +33
How to Obtain: 🛡 ! 💧

A broadsword fashioned from steel. This has a higher destructive power than the Copper Sword.

Job Class: **H W F S**

Seduce Sword

Buy: — Sell: 7,350G ATK Bonus:+50
How to Obtain: 💧 !

This is a beautiful sword with a red-hued blade. It casts PanicAll when used as an item.

Job Class: **W T D J** (Women Only!)

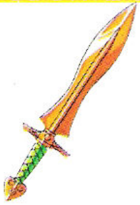
Falcon Sword

Buy: 25,000G Sell: 1,8750G ATK Bonus: +5
How to Obtain: 🛡

Sword with a falcon emblem at its hilt. When equipped it allows the user to attack twice per round.

Job Class: **H T D S**

Orochi Sword



Buy: — Sell: 750G ATK Bonus: +65
How to Obtain: 💧

This is a legendary sword in the protection of the Orochi. When used as an item, it casts the spell Defense.

Job Class: **H W S**

Zombie Sword

Buy: 9,800G Sell: 7,350G ATK Bonus: +6
How to Obtain: 🛡

This sword was specifically designed to kill the undead.

Job Class: **H W C D S**

Dragon Sword

Buy: 15,000G Sell: 11,250G ATK Bonus: +79
How to Obtain: 🛡

Powerful enough to slice through the scales of a dragon, this sword does extra damage to monsters of the Dragon class.

Job Class: **H W**

Thunder Sword

Buy: — Sell: 5,625G ATK Bonus: +82
How to Obtain: 🧰

A sword charged with the power of lightning. When used as an item, it casts the spell Boom.

Job Class: **H W**

Snow Sword

Buy: 23,000G Sell: 17,250G ATK Bonus:+90
How to Obtain: 🛡 💧

A sword engraved with the image of a snow crystal, it casts SnowStorm when used as an item.

Job Class: **H W**

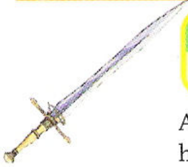
Thor Sword

Buy: 65,000G Sell: 48,750G ATK Bonus:+95
How to Obtain: 🛡 💧 !

A large and extremely broad sword fit for a Thunder God! When used as an item, it casts the spell Firebolt.

Job Class: **H W**

Bastard Sword



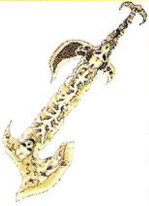
Buy: 31,000G Sell: 23,250G ATK Bonus: +105

How to Obtain: 🛡

A sword forged from anger. Although it is quite heavy, it boasts a tremendous strength rating.

Job Class: **H W**

Devil Sword



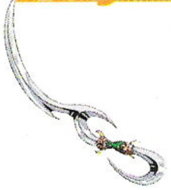
Buy: — Sell: 33,750G ATK Bonus: +110

How to Obtain: 🧰

An evil sword once carried by a wicked soul. Be careful, this item is cursed!

Job Class: **H W**

2-Edged Sword



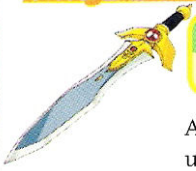
Buy: — Sell: 3,750G ATK Bonus: +115

How to Obtain: 🧰

It's truly a double-edged sword: The user takes a portion of the damaged inflicted in battle.

Job Class: **H W**

King's Sword



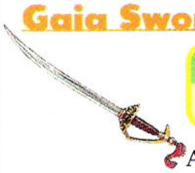
Buy: 35,000G Sell: — ATK Bonus: +120

How to Obtain: !

A legendary sword forged from Oricon. When used as an item, it can cast the spell Infermost.

Job Class: **H**

Gaia Sword



Buy: — Sell: — ATK Bonus: +51

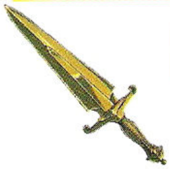
How to Obtain: 🧰

A legendary sword closely related to the Mother Earth. This sword is not meant to be used in battle, but rather to open up a hidden path.

Job Class: **H W**

DAGGERS

Bronze Knife



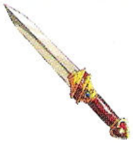
Buy: 80G Sell: 60G ATK Bonus: +8

How to Obtain: 🛡

This simple bronze knife can be used by most classes that are limited to lighter weapons.

Job Class: **M T J**

Knife



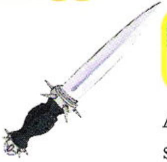
Buy: 200G Sell: 150G ATK Bonus: +14

How to Obtain: 🛡 💧 🧰

This silver knife can be used by all classes.

Job Class: **H W F M C T D J S**

Dagger



Buy: — Sell: 4,125G ATK Bonus: +25

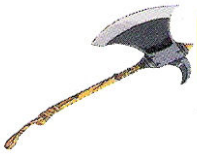
How to Obtain: 🧰

A knife used by assassins. Occasionally it can slay the enemy in a single blow.

Job Class: **M T**

AXES

Iron Axe



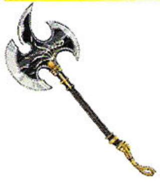
Buy: 2,500G Sell: 1,875G ATK Bonus: +38

How to Obtain: 🛡 💧

This is a simple axe with a thick iron blade.

Job Class: **H W F D J**

Battle Axe



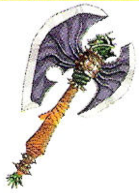
Buy: 8,700G Sell: 6,525G ATK Bonus: +60

How to Obtain: 🛡

This warrior's axe can cut through anything with its three blades. Give it to your strongest Warrior.

Job Class: **W**

Demon Axe



Buy: — Sell: 375G ATK Bonus:+105

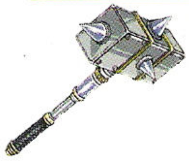
How to Obtain: 💧 🧰

An axe said to have been used by demon. Although it easily pulls off satisfying blows, it also misses a lot!

Job Class: **W**

HAMMERS

Hammer



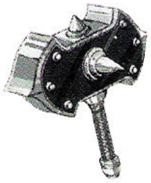
Buy: 6,500G Sell: 4,875G ATK Bonus: +55

How to Obtain: 🛡

A large hammer with sharp spikes. Because of its heft, it's hard to handle and can only be equipped by Warriors.

Job Class: **W**

War Hammer



Buy: 9,500G Sell: 7,125G ATK Bonus: +70

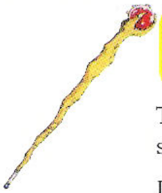
How to Obtain: 🛡

This steel hammer is especially designed for use in battle. Only Warriors can equip this massive weapon.

Job Class: **W**

STAFFS AND WANDS

Wizard's Wand



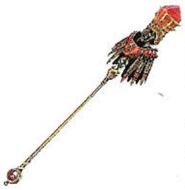
Buy: 1,500G Sell: 1,125G ATK Bonus: +15

How to Obtain: ⚔

The most basic of wands. When used, it casts the spell Blaze.

Job Class: M S

Mist Staff



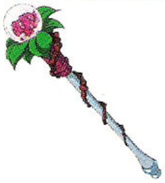
Buy: 3,300G Sell: 2,475G ATK Bonus: +20

How to Obtain: ⚔ ▣

A staff with a priest of hell engraving, it casts the spell StopSpell when used as an item.

Job Class: M C S

Sleep Staff



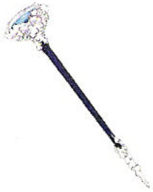
Buy: 4,200G Sell: 3,150G ATK Bonus: +30

How to Obtain: ⚔

A magical staff upon whose tip grows an amazing plant that emits a sweet scent. It casts the spell Sleep when used as an item.

Job Class: M C S

Bounce Staff



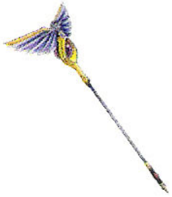
Buy: — Sell: 5,250G ATK Bonus: +33

How to Obtain: 💧 ▣

This staff can make spells rebound off of it using the rippling clouds that gather around it. Casts Bounce when used as an item.

Job Class: M C S

Vivify Staff



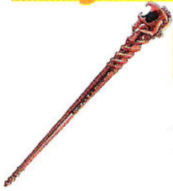
Buy: — Sell: 33,750G ATK Bonus: +33

How to Obtain: !

This staff is modeled after the angels who guard the gates of heaven. When used as an item it casts the spell Vivify.

Job Class: M S

Judge Staff



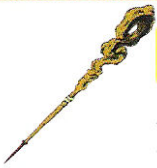
Buy: 2,700G Sell: 2,025G ATK Bonus: +37

How to Obtain: ⚔

A staff with the beast of judgment engraved upon it. When used as an item it casts Infernos.

Job Class: C S

Lune Staff



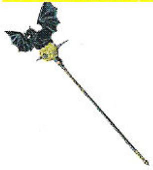
Buy: — Sell: 5,100G ATK Bonus: +40

How to Obtain: ▣

A staff for spell casters, it's made from a branch of a sacred tree.

Job Class: M C S

Bolt Wand



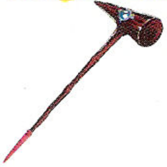
Buy: — Sell: 1,875G ATK Bonus: +45

How to Obtain: !

A staff created by an amazing spell caster. When used as an item it casts the spell Firebane.

Job Class: M S

Sage's Staff



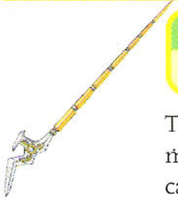
Buy: 15,000G Sell: 11,250G ATK Bonus: +50

How to Obtain: ⚔

A legendary staff created for a famous Sage, it casts HealMore when you use as an item.

Job Class: M C S

Force Staff



Buy: 2,500G Sell: 1,875G ATK Bonus: +65

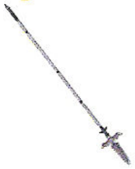
How to Obtain: ⚔

This special staff converts MP into attack strength, making it great for those locations where magic cannot be used.

Job Class: M C S

SPEARS

Spear



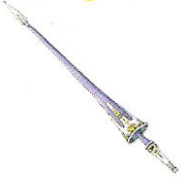
Buy: 650G Sell: 487G ATK Bonus: +26

How to Obtain: ⚔ 💧

This spear is popular with palace guards.

Job Class: H W F C D J S

Holy Lance



Buy: 2,300G Sell: 1,725G ATK Bonus: +35

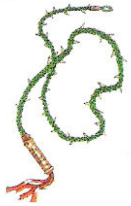
How to Obtain: ⚔

This lance blessed by priests was given to knights riding off to the Crusades.

Job Class: C S

WHIPS

Spiny Whip



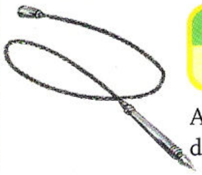
Buy: — Sell: 240G ATK Bonus: +18

How to Obtain: 💧 !

This whip made of thorns can attack one group of enemies.

Job Class: H M T J S

Chain Whip



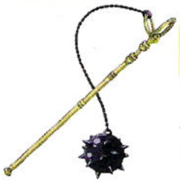
Buy: 1,000G Sell: 750G ATK Bonus: +27

How to Obtain: ⚔

An iron whip with a weight on the end, it inflicts damage on one group of enemies.

Job Class: **T D J S**

Mace



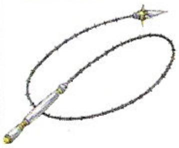
Buy: 1,700G Sell: 1,275G ATK Bonus: +30

How to Obtain: ⚔

A weapon with extended reach from the spiked iron ball on its tip, it inflicts damage on one group of enemies.

Job Class: **C S**

Steel Whip



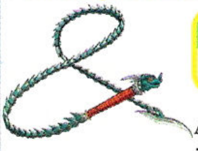
Buy: 3,100G Sell: 2,325G ATK Bonus: +40

How to Obtain: ⚔

A thin, supple iron whip covered with small metal spikes, it inflicts damage on one group of enemies.

Job Class: **H T J S**

Dragon Whip



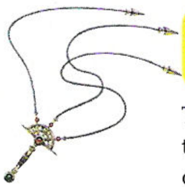
Buy — Sell: 4,950G ATK Bonus:+52

How to Obtain: 🧰

A whip made from the bones and tail of a dragon, it inflicts a lot of damage on one group of enemies.

Job Class: **H W T J S**

Ultimate Whip



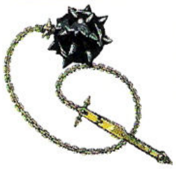
Buy: — Sell: 21,000G ATK Bonus:+105

How to Obtain: 🧰

This legendary weapon, made of three whips tipped with metal arrowheads, inflicts damage on one group of enemies.

Job Class: **H W T J S**

Wreck Whip



Buy: — Sell: 27,750G ATK Bonus:+135

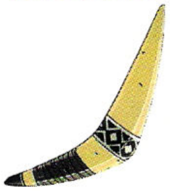
How to Obtain: 🧰

A larger, stronger version of the Mace, it inflicts damage on all monsters in a battle.

Job Class: **H W F T S**

BOOMERANGS

Wooden Boomerang



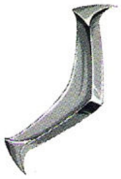
Buy: — Sell: 412G ATK Bonus: +19

How to Obtain: 🧰

This bent wooden weapon inflicts damage on all enemies on the screen when thrown, then returns to the thrower.

Job Class: **H M T D J**

Blade Boomerang



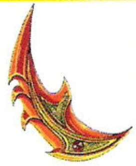
Buy: — Sell: 900G ATK Bonus:+24

How to Obtain: !

A metal boomerang with sharpened edges, it's used to attack all enemies on the battlefield.

Job Class: **H M T D J**

Flame Boomerang



Buy: 6,500G Sell: 4,875G ATK Bonus: +42

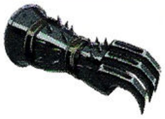
How to Obtain: ⚔ 🧰

A powerful boomerang decorated with a flame motif. When thrown, it catches fire and attacks all enemies on the battlefield.

Job Class: **H M T D J**

IRON CLAWS

Iron Claw



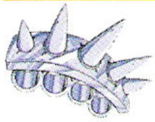
Buy: 870G Sell: 652G ATK Bonus: +25

How to Obtain: ⚔ 💧

This weapon is furnished with metal claws and a metallic sleeve to protect the arm.

Job Class: **F**

Power Knuckle



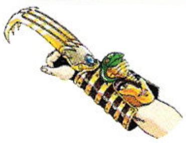
Buy: 7,100G Sell: 5,325G ATK Bonus: +40

How to Obtain: ⚔

This weapon is worn on the hand to increase the power of a punch.

Job Class: **F T**

Golden Claw



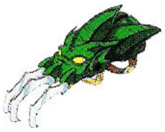
Buy: — Sell: 6,000G ATK Bonus: +50

How to Obtain: 💧 !

A treasured weapon belonging to an ancient pharaoh, it can attract those beasts who safeguard treasures.

Job Class: **F**

Dragon Claw



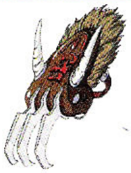
Buy: — Sell: 12,750G ATK Bonus: +85

How to Obtain: 🧰 !

This weapon used in melee combat is made from the claws of a dragon.

Job Class: **F T**

Beast Claw



Buy: — Sell: 412G ATK Bonus: +95

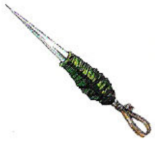
How to Obtain: !

Created from the claws of a magical beast, this is strongest claw.

Job Class: **F T**

UNUSUAL WEAPONS

Poison Needle



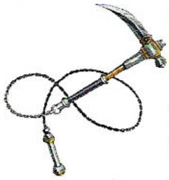
Buy: 10G Sell: 7G ATK Bonus: +10

How to Obtain: ⚔ 💧 🧰

sharp needle-like dagger covered in poison, it can kill a monster in a single blow.

Job Class: **M T**

Sickle



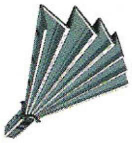
Buy: 320G Sell: 240G ATK Bonus: +16

How to Obtain: ⚔ 💧

This weapon features a sickle attached to the handle by a metal chain for greater flexibility of use.

Job Class: **H W F C T D J S**

Fan



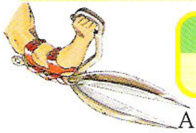
Buy: 1,300G Sell: 975G ATK Bonus: +31

How to Obtain: ⚔

A fan made out of armor, its strength is not to be sneered at.

Job Class: **D J**

Shears



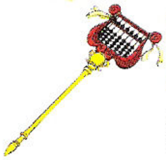
Buy: 4,700G Sell: 3,525G ATK Bonus: +47

How to Obtain: ⚔

A giant pair of scissors to be used in battle, they strap to a Warrior's arm.

Job Class: **W**

Magic Abacus



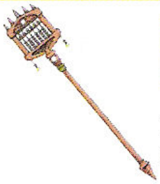
Buy: 7,700G Sell: 5,775G ATK Bonus: +45

How to Obtain: ⚔

A large abacus imbued with great magical power. Dealers created these to help them save on the cost of weapons.

Job Class: **D**

Justice Abacus



Buy: — Sell: 18,750G ATK Bonus: +110

How to Obtain: !

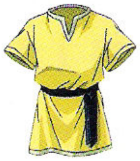
This legendary abacus weapon boasts extremely high attack strength.

Job Class: **D**

ARMOR

CLOTHES

Cloth Tunic



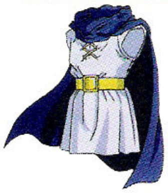
Buy: 10G Sell: 7G DEF Bonus: +4

How to Obtain: ⚔ 💧 🧰

This simple tunic is worn by ordinary people.

Job Class: **H W F M C T D J S**

Traveler's Clothes



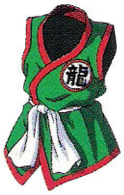
Buy: 70G Sell: 52G DEF Bonus: +8

How to Obtain: ⚔ 💧 🧰

Clothing people wear while traveling. At the start of the game, this is the best armor to have.

Job Class: **H W F C T D J S**

Training Clothes



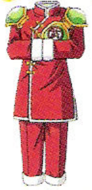
Buy: 80G Sell: 60G DEF Bonus: +10

How to Obtain: ⚔ 🧰

Practice clothes made from strong cloth designed to be easy to move in.

Job Class: **F J S**

Fighting Suit



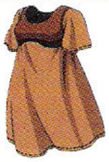
Buy: 800G Sell: 600G DEF Bonus: +23

How to Obtain: ⚔ 💧

Uniform of martial artists.

Job Class: **F S**

Leather Dress



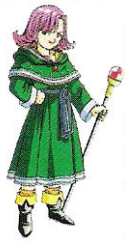
Buy: 420G Sell: 315G DEF Bonus: +15

How to Obtain: ⚔ 🧰

This protective clothing for women is made from soft leather.

Job Class: **H W F M C T D J S**
(Women Only!)

Evade Suit

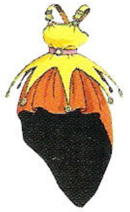


Buy: 2,900G Sell: 2,175G DEF Bonus: +23
How to Obtain: ⚔ 💧

suit for those who cannot wear armor. Runes sewn in the lining make it easier for the wearer to dodge attacks.

Job Class: H W F M C T D J S

Skirt

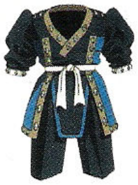


Buy: 1,500G Sell: 1,125G DEF Bonus: +25
How to Obtain: ⚔ 🧰

This magical skirt protects the wearer from magic attacks.

Job Class: H W F M C T D J S
(Women Only!)

Black Suit

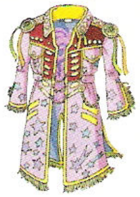


Buy: 2,400G Sell: 1,800G DEF Bonus: +29
How to Obtain: ⚔

This suit makes it possible to pass unnoticed in the dark and is usually worn by assassins.

Job Class: F T

Flashy Coat

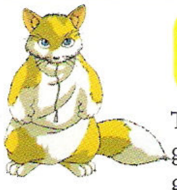


Buy: 1,300G Sell: 975G DEF Bonus: +28
How to Obtain: ⚔ 💧 🧰

This gaudy coat has patches and chains scattered here and there.

Job Class: J

Plush Suit

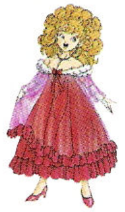


Buy: — Sell: 262G DEF Bonus: +35
How to Obtain: 💧 🧰

This squirrel costume not only gives the wearer great protection, but makes him or her look like a giant squirrel.

Job Class: H W F M C T D J S

Party Dress

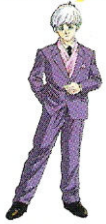


Buy: — Sell: 8,850G DEF Bonus: +40
How to Obtain: 🧰

This fantastic party dress offers its wearer terrific protection.

Job Class: T J (Women Only!)

Dandy Suit

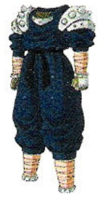


Buy: — Sell: 9,900G DEF Bonus: +42
How to Obtain: 🧰

This designer suit offers fantastic protection to the wearer.

Job Class: T J (Men Only!)

Ninja Suit

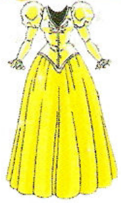


Buy: — Sell: 3,150G DEF Bonus: +58
How to Obtain: ! 🧰

The clothing of a ninja warrior, this suit gives the wearer full range of movement while being exceptionally quiet and is dark enough to conceal the wearer.

Job Class: F T

Light Dress



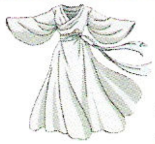
Buy: 19,000G Sell: 14,250G DEF Bonus: +90
How to Obtain: ⚔ 🧰

This shiny and holy gown protects the wearer from fire and ice spells.

Job Class: H W F M C T D J S
(Women Only!)

ROBES

Silk Robe

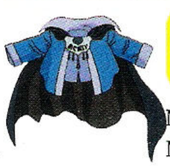


Buy: 1,500G Sell: 1,125G DEF Bonus: +20
How to Obtain: ⚔ 🧰

This dignified silk women's robe can be equipped by all classes.

Job Class: H W F M C T D J S
(Women Only!)

Bolero

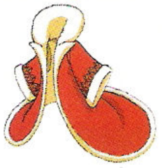


Buy: — Sell: 375G DEF Bonus: +30
How to Obtain: 🧰

Made from magical cloth, it halves the amount of MP needed to cast spells.

Job Class: H W F M C T D J S

Magic Robe



Buy: 4,400G Sell: 3,300G DEF Bonus: +30
How to Obtain: ⚔

This holy robe is said to have been given to a minster by the pope. It protects the wearer from magic spells.

Job Class: C S

Angel Robe

Buy: 3,000G Sell: 2,250G DEF Bonus: +35
How to Obtain: ⚔

robe said to have been worn by angels, it protects the wearer from Beat and Defeat spells.

Job Class: **M C S**

Water Robe

Buy: 12,500G Sell: 9,375G DEF Bonus: +50
How to Obtain: ⚔

robe woven from yarn made of raindrops, it protects the wearer from fire and ice spells.

Job Class: **M S**

Dark Cape

Buy: — Sell: 12,375G DEF Bonus: +78
How to Obtain: ! 🧰

This special cape makes the wearer blend into the shadows, making it easier for him or her to avoid attacks.

Job Class: **F T J**

Dragon Robe

Buy: 27,000G Sell: 20,250G DEF Bonus: +80
How to Obtain: ⚔

Made from a dragon's skin, it protects the wearer against fire and ice spells.

Job Class: **M C S**

ARMOR

Leather Armor

Buy: 150G Sell: 112G DEF Bonus: +12
How to Obtain: ⚔

This simple armor is made from hardened leather.

Job Class: **H W C T D S**

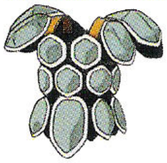
Turtle Armor

Buy: 330G Sell: 247G DEF Bonus: +15
How to Obtain: ⚔

This armor, made from the shell of a turtle, is designed for the use of Mages, Dealers, and Jesters.

Job Class: **M D J**

Shell Armor



Buy: 350G Sell: 262G DEF Bonus: +16
How to Obtain: ⚔ 💧

This armor is made of armored shells connected with chains.

Job Class: **H W C D S**

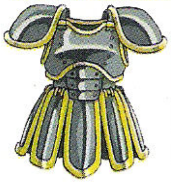
Chain Mail

Buy: 480G Sell: 360G DEF Bonus: +20
How to Obtain: ⚔

Made from a cloth of interwoven metal links, this armor is commonly used by palace guards.

Job Class: **H W C D S**

Iron Armor

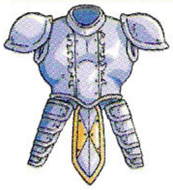


Buy: 1,100G Sell: 825G DEF Bonus: +25
How to Obtain: ⚔ 💧

The classes who can equip this armor made of steel sheets are limited because of its weight.

Job Class: **H W D**

Steel Armor



Buy: 2,400G Sell: 1,800G DEF Bonus: +32
How to Obtain: ⚔ 💧

This heavy armor made of armor plate has a high defense value, but the wearer must have sufficient strength to equip it.

Job Class: **H W**

Magic Armor

Buy: 5,800G Sell: 4,350G DEF Bonus: +40
How to Obtain: ⚔ 💧

Armor made for spell casters in battle, it protects the wearer against magic attacks.

Job Class: **H W C S**

Dragon Mail

Buy: 9,800G Sell: 7,350G DEF Bonus: +45
How to Obtain: ⚔

Armor made from dragon scales, it is strong against heat and protects the wearer against fire.

Job Class: **H W**

Terra Armor

Buy: — Sell: 9,000G DEF Bonus: +50
How to Obtain: 🧰 💧

This armor molded from earth has a high defense rate.

Job Class: **H W**

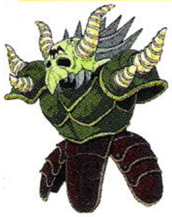
Blade Armor

Buy: 6,500G Sell: 4,875G DEF Bonus: +55
How to Obtain: ⚔ 🧰

Armor covered in sharp edges. The enemy receives a portion of the damage it inflicts upon the wearer with a physical attack.

Job Class: **H W**

Devil Armor

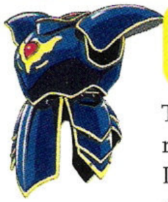


Buy: — Sell: 5,250G DEF Bonus: +65
How to Obtain: 🧰

Armor made from the corpse of a demon who crawled out of hell. If that worries you, you should probably have this item checked for curses . . . .

Job Class: **H W**

Light Armor



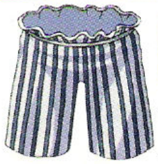
Buy: — Sell: 18,000G DEF Bonus: +82
How to Obtain: 🧰

This legendary armor protects the wearer against much of the damage caused by fire and ice spells. In addition, the wearer recovers HP as he or she walks around.

Job Class: **H**

UNDERWEAR AND OTHER UNUSUAL PIECES OF ARMOR

Boxer

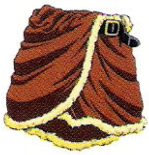


Buy: — Sell: 90G DEF Bonus: +10
How to Obtain: 🧰

This is a pair of cotton boxers for men.

Job Class: **W C T D J** (Men Only!)

Kilt

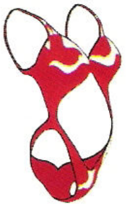


Buy: 800G Sell: 600G DEF Bonus: +24
How to Obtain: ⚔ 🧰

This kilt is made from a beast's pelt.

Job Class: **H W D J**

Tight Swimsuit

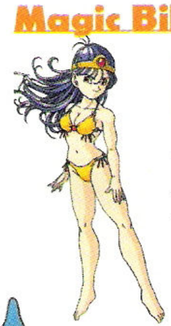


Buy: 78,000G Sell: 58,500G DEF Bonus: +1
How to Obtain: ⚔ 🧰

An extremely revealing bathing suit. If you find it in a chest, you can sell it for a great deal of cash.

Job Class: **H W F M C T D J S**
(Women Only!)

Magic Bikini

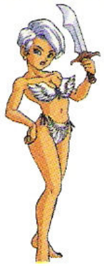


Buy: — Sell: 3,750G DEF Bonus: +65
How to Obtain: 💧 !

This bikini offers a lot of protection against magic.

Job Class: **H W F M C T D J S**
(Women Only!)

Sacred Bikini

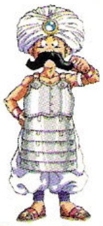


Buy: — Sell: 24,750G DEF Bonus: +88
How to Obtain: !

This is a legendary bikini that causes the wearer to recover HP as she walks around. You won't believe how much it protects you!

Job Class: **H W F M C T D J S**
(Women Only!)

Iron Apron

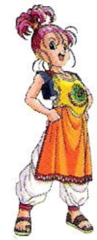


Buy: 700G Sell: 525G DEF Bonus: +22
How to Obtain: ⚔

This iron apron protects a Dealer against deals gone wrong.

Job Class: **D**

Magic Apron



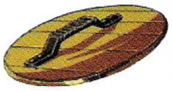
Buy: 9,900G Sell: 7,425G DEF Bonus: +45
How to Obtain: ⚔

This apron has properties similar to Magic Armor. It protects Dealers against magical spells.

Job Class: **D**

SHIELDS

Pot Lid

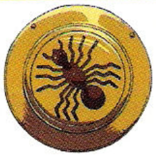


Buy: 50G Sell: 37G DEF Bonus: +2
How to Obtain: ⚔

This makeshift shield was created from a large pot lid.

Job Class: **H W F M C T D J S**

Leather Shield

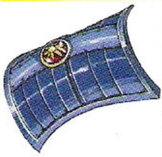


Buy: 90G Sell: 67G DEF Bonus: +4
How to Obtain: ⚔ 💧

This shield is made of hardened leather stretched over a round board.

Job Class: **H W C T D J S**

Bronze Shield

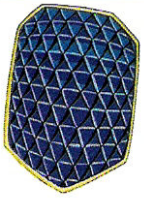


Buy: 250G Sell: 187G DEF Bonus: +7
How to Obtain: ⚔ 💧

This large shield made of bronze is similar to those used in ancient times.

Job Class: **H W C T D**

Scale Shield



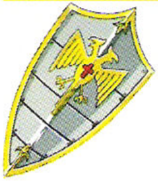
Buy: 600G Sell: 450G DEF Bonus: +12

How to Obtain: ⚔ 🧰

This shield is made from reptile scales pasted to a round board.

Job Class: **H W C T D J S**

Iron Shield



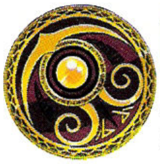
Buy: 1,200G Sell: 900G DEF Bonus: +20

How to Obtain: ⚔

This shield was made by forging together iron plates.

Job Class: **H W D**

Magic Shield



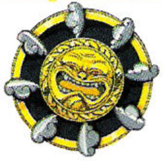
Buy: 2,000G Sell: 1,500G DEF Bonus: +25

How to Obtain: ⚔

A shield made from special magic-imbued metal. It lessens the damage taken from magic attacks.

Job Class: **H W M C T D J S**

Expel Shield



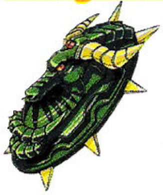
Buy: — Sell: 577G DEF Bonus: +35

How to Obtain: 🧰

This shield contains the power of the wind.

Job Class: **H W F T D J S**

Dragon Shield



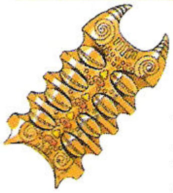
Buy: 3,500G Sell: 2,625G DEF Bonus: +32

How to Obtain: ⚔

Created using the skin and horns of a dragon, it lessens the effect of fire and ice spells.

Job Class: **H W T**

Sorrow Shield



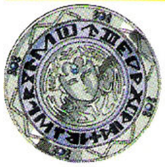
Buy: — Sell: 7G DEF Bonus: +42

How to Obtain: 💧 🧰

This shield was once worn by a man who fell to his death. As a result, it passes off a portion of the damage received to the rest of the party.

Job Class: **H W**

Silver Shield



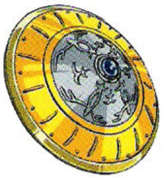
Buy: 8,800G Sell: 6,600G DEF Bonus: +40

How to Obtain: ⚔

A shield made of silver and mythril.

Job Class: **H W C T S**

Heal Shield



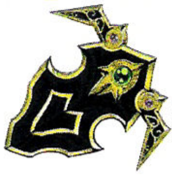
Buy: 15,000G Sell: 11,250G DEF Bonus: +50

How to Obtain: ⚔

This shield is made of a special alloy stronger than armor plate. When used as an item it casts the spell HealMore.

Job Class: **H W**

Ogre Shield



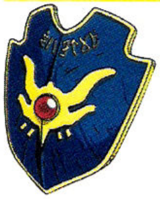
Buy: 25,000G Sell: 18,750G DEF Bonus: +60

How to Obtain: ⚔

This giant Ogre's shield rebuilt for human use boasts a very high defense rating.

Job Class: **H W**

Hero Shield



Buy: — Sell: 28,500G DEF Bonus: +65

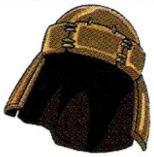
How to Obtain: 🧰

A legendary shield made specifically for the chosen one's use, it reduces damage from ice and fire spells.

Job Class: **H**

HATS AND HELMETS

Leather Hat



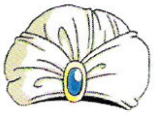
Buy: 80G Sell: 60G DEF Bonus: +2

How to Obtain: ⚔ 💧 🧰

This is a simple protective hat made from leather.

Job Class: **H W M C T D J S**

Turban



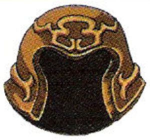
Buy: 160G Sell: 120G DEF Bonus: +8

How to Obtain: ⚔ 🧰

This long strip of cloth wraps around the head of the wearer.

Job Class: **D J**

Wooden Hat



Buy: 140G Sell: 105G DEF Bonus: +6

How to Obtain: ⚔ 🧰

This hat's made from solid oak.

Job Class: **H W C T D J S**

Fur Hood

Buy: 250G Sell: 187G DEF Bonus: +10
How to Obtain: 🛡 🧰

This warm, feminine hood made from a furry pelt covers both the head and shoulders.

Job Class: **H W F M C T D J S**
(Women Only!)

Black Hood

Buy: 1,200G Sell: 900G DEF Bonus: +18
How to Obtain: 🛡 🧰

This hood made from black cloth allows the wearer to hide in the shadows.

Job Class: **F T**

Horned Hat

Buy: 2,300G Sell: 1,725G DEF Bonus: +21
How to Obtain: 🛡

This cap looks like a Slime.

Job Class: **C J S**

Silk Hat

Buy: — Sell: 900G DEF Bonus: +20
How to Obtain: 🧰

This formal silk men's hat offers more protection than you'd think.

Job Class: **D J** (Men Only!)

Magic Hat

Buy: — Sell: 6G DEF Bonus: +8
How to Obtain: 💧

A hat similar to those worn by witches in ancient times, it reduces the amount of MP used when casting spells.

Job Class: **M C T D J S**

Bunny Hat

Buy: — Sell: 390G DEF Bonus: +15
How to Obtain: 🧰

This headband has a pair of bunny ears tacked to it.

Job Class: **D J** (Women Only!)

Silver Tiara

Buy: 760G Sell: 570G DEF Bonus: +20
How to Obtain: 🛡 🧰

This delicate silver tiara offers decent protection for the price.

Job Class: **H W F M C T D J S**
(Women Only!)

Golden Crown

Buy: — Sell: — DEF Bonus: +6
How to Obtain: !

The crown of the King of Romaly, stolen by the bandit Kandar. Its value is immeasurable.

Job Class: **H W M C T D J S**

Iron Helmet

Buy: 1,000G Sell: 750G DEF Bonus: +16
How to Obtain: 🛡 💧

This strong and durable Iron Helmet is used by palace guards.

Job Class: **H W C S**

Iron Mask

Buy: 3,500G Sell: 2,625G DEF Bonus: +25
How to Obtain: 🛡

This steel helmet protects not only the head but also the face.

Job Class: **H W**

Noh Mask

Buy: — Sell: 1G DEF Bonus +255
How to Obtain: 🧰

This legendary magic object puts the wearer in a perpetual state of Confusion. Yes, this is a cursed item.

Job Class: **H W F M C T D J S**

Misery Helmet

Buy: — Sell: 13G DEF Bonus: +35
How to Obtain: 💧 🧰

This helm is decorated with an eerie pattern. When it's worn, the user's LUCK drops to zero.

Job Class: **H W**

Ortega's Helm

Buy: — Sell: 6,150G DEF Bonus: +30
How to Obtain: !

A sturdy helm once worn by the Hero's father, Ortega, it protects the Hero from spells that produce Status Anomalies.

Job Class: **H**

Mythril Helmet

Buy: 18,000G Sell: 13,500G DEF Bonus: +38
How to Obtain: 🛡

A Helm made of the magical metal, mythril.

Job Class: **H W M C T D S**

Great Helm

Buy: 35,000G Sell: 26,250G DEF Bonus: +45
How to Obtain: ⚔

This massive steel helmet can only be worn by Warriors and the Hero.

Job Class: **H W**

ACCESSORIES

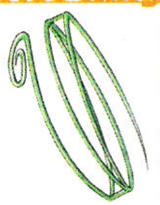
Bunny Tail

Buy: 270G Sell: 202G LUCK Bonus: +8
How to Obtain: ⚔

A furry tail meant to be worn as part of a costume, it gives the wearer a Happy personality.

Job Class: **H W F M C T D J S**

Flee Ring



Buy: — Sell: 75G AGL Bonus: +7
How to Obtain: 🧰

A strange metal ring with a needle-sharp end, which makes the wearer have a Cowardly personality.

Job Class: **H W F M C T D J S**

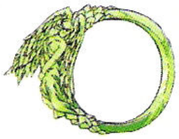
Garter Belt

Buy: — Sell: 975G DEF Bonus: +3
How to Obtain: 🧰

This wispy black garter belt for women provides some protection and makes the wearer have a Sexy personality.

Job Class: **H W F M C T D J S**
(Women Only!)

Goddess Ring

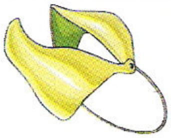


Buy: — Sell: 12,750G INT Bonus: +33
How to Obtain: 🧰

This ring, engraved with the figure of a legendary goddess, not only increases the wearer's INT, but it also restores 1MP with every four steps.

Job Class: **H W F M C T D J S**

Gold Beak



Buy: — Sell: 5,775G LUCK Bonus: +20
How to Obtain: 🧰

This golden beak increases the wearer's LUCK and gives him a Lucky personality.

Job Class: **H W F M C T D J S**
(Men Only!)

Gold Necklace

Buy: 1,000G Sell: 750G STR Bonus: +10
How to Obtain: ⚔

A thick gold necklace for men that not only raises the wearer's STR but also changes his personality to Lewd.

Job Class: **H W F M C T D J S**
(Men Only!)

Hero Bracelet

Buy: — Sell: 3,375G ATK Bonus: +15
How to Obtain: 🧰

This special bracelet inlaid with magic jewels increases the wearer's arm strength.

Job Class: **H W F M C T D J S**

INTSpecs

Buy: — Sell: 1,275G INT Bonus: +15
How to Obtain: !

These glasses make the wearer look and feel smarter. They not only increase the wearer's INT but also change his or her personality to Smart.

Job Class: **H W F M C T D J S**

Life Ring

Buy: — Sell: 1,800G VIT Bonus: +25
How to Obtain: 🧰

This ring set with a holy stone increases vitality. It also restores HP as the wearer walks around.

Job Class: **H W F M C T D J S**

Love Ring

Buy: — Sell: 495G INT Bonus: +15
How to Obtain: 🧰

This ring decorated with doves increases the wearer's INT and gives him or her a Kindly personality.

Job Class: **H W F M C T D J S**

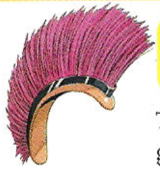
LUCK Shoes

Buy: — Sell: 75G LUCK Bonus: +50
How to Obtain: 💧 🧰

These fancy shoes increase LUCK and the wearer gains 1 point of EXP for every step taken outside of a town or castle.

Job Class: **H W F M C T D J S**

Mohawk Wig



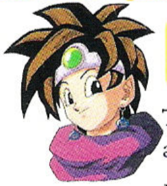
Buy: 60G Sell: 45G DEF Bonus: +3

How to Obtain:

This wig gives the wearer some protection and gives him or her a Foolish personality.

Job Class: H W F M C T D J S

Pierce (Slime Earrings)



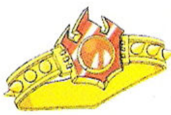
Buy: 950G Sell: 712G Bonus: —

How to Obtain:

These earrings with a Slime motif give the wearer a Lonesome personality.

Job Class: H W F M C T D J S

Power Belt



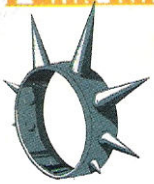
Buy: — Sell: 3,375G VIT Bonus: +15

How to Obtain:

This ornate belt gives the wearer higher VIT and a Tough personality.

Job Class: H W F M C T D J S

Punk Ring



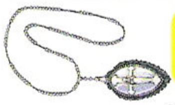
Buy: — Sell: 510G AGL Bonus: +10

How to Obtain:

This spiked metal ring increases the wearer's AGL and gives him or her a Solitary personality.

Job Class: H W F M C T D J S

Rosary



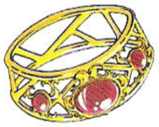
Buy: — Sell: 660G DEF Bonus: +4

How to Obtain:

This beautiful religious artifact gives the wearer a Romantic personality.

Job Class: H W F M C T D J S

Ruby Bracelet



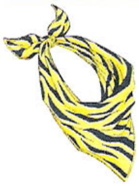
Buy: — Sell: 7,350G Bonus: —

How to Obtain:

This pretty bracelet set with a large ruby changes the wearer's personality to Vain.

Job Class: H W F M C T D J S

Scarf



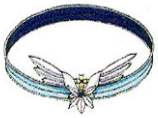
Buy: — Sell: 727G AGL Bonus: +30

How to Obtain:

A bold yellow-and-black bandana that increases the wearer's AGL and changes his or her personality to Quick.

Job Class: H W F M C T D J S

Speed Ring



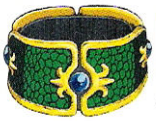
Buy: 3,100G Sell: 2,325G AGL Bonus: +15

How to Obtain:

This ring emblazoned with wings increases the wearer's AGL and gives him or her an Agile personality.

Job Class: H W F M C T D J S

Starry Bracelet



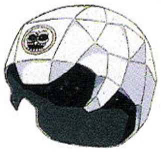
Buy: — Sell: — AGL Bonus: x2

How to Obtain:

This bracelet uses acupressure points to increase the wearer's speed and agility. It doubles the wearer's AGL stat.

Job Class: H W F M C T D J S

Stone Wig



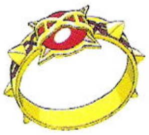
Buy: — Sell: 150G DEF Bonus: +15

How to Obtain:

This wig chipped out of stone protects and gives the wearer a Stubborn personality.

Job Class: H W F M C T D J S

STR Ring



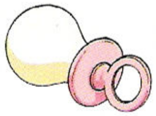
Buy: — Sell: 262G ATK Bonus: +7

How to Obtain:

This magical ring amplifies the wearer's arm strength and gives him or her a Jock personality.

Job Class: H W F M C T D J S

Sucker



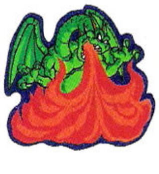
Buy: — Sell: 307G Bonus: —

How to Obtain:

An infant's teething ring, it gives the wearer a Helpless personality.

Job Class: H W F M C T D J S

Tattoo



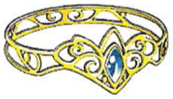
Buy: — Sell: 825G ATK Bonus: +8

How to Obtain:

A tattoo featuring a fire-breathing dragon, it increases the wearer's attack strength and gives him or her a Bully personality.

Job Class: H W F M C T D J S

Tiara



Buy: 5,000G Sell: 3,750G LUCK Bonus: +13

How to Obtain:

This delicate and feminine tiara not only increases the wearer's LUCK, but also changes her personality to Ladylike.

Job Class: H W F M C T D J
(Women Only!)

Toughness

Buy: — Sell: 187G VIT Bonus: +10
How to Obtain: 📦

This amazing stone pours fighting spirit into the wearer and gives him or her a Diligent personality.

Job Class: **H W F M C T D J S**

Tube Socks

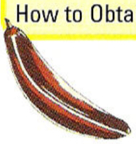
Buy: — Sell: 1,650G DEF Bonus: +5
How to Obtain: 📦

This pair of loose socks is popular among young girls.

Job Class: **H W F M C T D J**
(Women Only!)

ITEMS

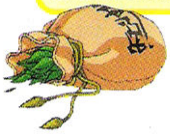
AGLSeed



Buy: — Sell: 60G
How to Obtain: 💧 📦

This raises a character's AGL stat 1–3 points.

Antidote



Buy: 10G Sell: 7G
How to Obtain: 🛡 💧 📦

This herb cures a character of the Poisoned condition.

Bug Powder

Buy: 310G Sell: 232G
How to Obtain: 🛡 💧 📦

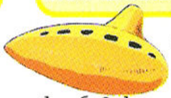
When used in battle, this powder confuses the enemy in the same way as the spell PanicAll.

Dark Lamp

Buy: — Sell: 225G
How to Obtain: 📦

This special lamp turns day into night immediately. It cannot turn night into day, however.

Echo Flute



Buy: — Sell: —
How to Obtain: 📦

This special flute interacts with the 6 Orbs, causing them to echo the flute's warble if you are in close range.

Gold Pass

Buy: — Sell: —
How to Obtain: !

This special gold-plated pass allows you to play unlimited times on any Pachisi Track.

Herb

Buy: 8G Sell: 6G
How to Obtain: 🛡 💧 📦

When given to a character, this recovers up to 35HP.

Hide Herb

Buy: 300G Sell: 225G
How to Obtain: 🛡 💧 📦

This herb turns the entire party invisible for awhile.

INTSeed

Buy: — Sell: 120G
How to Obtain: 💧 📦

Raises a character's INT stat 1-3 points.

LifeAcorn

Buy: — Sell: 150G
How to Obtain: 💧 📦

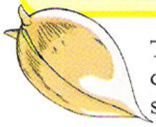
This raises a character's maximum HP 2–5 points.

LifeStone

Buy: — Sell: —
How to Obtain: 💧 📦

This stone takes the place of a deceased ally in the afterlife, allowing him or her to continue fighting.

LUCKSeed



Buy: — Sell: 45G
How to Obtain: 💧 📦

This raises a character's LUCK stat 1–3 points.

Magic Map

Buy: — Sell: —
How to Obtain: 📦

This magical map shows your current position on the world map when you press SELECT. After you have acquired the ship, its position is also shown on the map.

Moon Herb

Buy: 30G Sell: 22G
How to Obtain: 🛡 💧

This cures a character of Paralysis.

Mystic Nut

Buy: — Sell: 60G
How to Obtain: 📦

This raises a character's maximum MP 2–3 points.

Repellent

Buy: 20G Sell: 15G
How to Obtain: 🛡 💧 📦

When sprinkled upon a party member, this liquid repels weaker enemies. When used during a battle, it reduces the damage taken from magical attacks.

Sage Rock

Buy: — Sell: —
How to Obtain: 📦 !

This strong and resilient crystal heals all party members of around 80HP in a manner similar to the spell HealUs. This item can be used an unlimited number of times.

Shiny Harp

Buy: — Sell: —
How to Obtain: 📦

This amazing instrument attracts monsters when played outside.

Spider Web

Buy: 35G Sell: 26G
How to Obtain: 🛡

When thrown at a group of enemies in battle, this lowers the enemies' agility.

STRSeed

Buy: — Sell: 180G
How to Obtain: 💧 📦

This raises a character's STR stat 1–3 points.

Token

Buy: — Sell: 37G
How to Obtain: 💧 🧰 🛡

This golden ticket allows the bearer to play a game on the Pachisi Tracks.

VITSeed

Buy: — Sell: 90G
How to Obtain: 💧 🧰

This raises a character's VIT stat 1–3 points.

Warp Wing

Buy: 25G Sell: 18G
How to Obtain: 🛡 💧

Immediately returns your party to last town or castle you visited. Works well when you can't cast Return.

Wizard Ring

Buy: 2,500G Sell: 1,875G
How to Obtain: 🛡 💧 🧰

When prayed with, this ring restores a portion of the wearer's MP. This ring crumbles into dust after several uses.

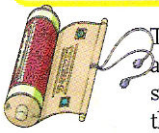
World Leaf

Buy: — Sell: 3G
How to Obtain: 💧 🧰

This resurrects and restores completely a fallen ally.

Zen Scroll

Buy: — Sell: —
How to Obtain: 🧰

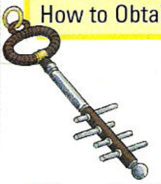


This mysterious and powerful scroll contains the knowledge of the Sages. Allows the owner to change his or her class to Sage.

SPECIAL GAME ITEMS

Thief Key

Buy: — Sell: —
How to Obtain: !



Made by the Thief Bakota, this key unlocks red barred doors.

Magic Key

Buy: — Sell: —
How to Obtain: 🧰

This magical key unlocks doors sealed by magic.

Final Key

Buy: — Sell: —
How to Obtain: 🧰

This unique key unlocks all locked doors.

Magic Bomb

Buy: — Sell: —
How to Obtain: !

A special bomb made by an alchemist in Reeve Village, it can blow holes in thick concrete walls.

Dream Ruby

Buy: — Sell: —
How to Obtain: 🧰

This treasure belongs to the Elf Queen and is imbued with strong magical powers.

Wake Dust

Buy: — Sell: —
How to Obtain: !

This magical dust is said to be able to wake whole villages placed under Sleep spells.

Letter

Buy: — Sell: —
How to Obtain: !

This is a letter of introduction written by the King of Portoga to Norud the Hobbit.

Pepper

Buy: — Sell: —
How to Obtain: !

Ordinary black pepper is a rarity in some parts of the world.

Dry Vase

Buy: — Sell: —
How to Obtain: !

This special vase can suck the water from the seas. It is keyed to work in a specific area.

Mirror

Buy: — Sell: —
How to Obtain: 🧰

This magical mirror is rumored to be able reveal the truth behind illusions. This is the only object that can undo the work of the Change Staff.

Change Staff

Buy: — Sell: —
How to Obtain: !

This magical staff can change a person's appearance for a short time.

Sailor's Bone

Buy: — Sell: —
How to Obtain: !

This mystical bone can pinpoint the location of the infamous Ghost Ship.

LuvMemory

Buy: — Sell: —
How to Obtain: 🧰

A pendant commemorating the love of Eric and Olivia, its rumored to be able to soothe troubled spirits.

Light Orb

Buy: — Sell: —
How to Obtain: !

This amazing orb can conquer darkness. It's thought to be a secret weapon against the Demon Lord.

Oricon

Buy: — Sell: —
How to Obtain: 🧰

This special and extremely rare stone can be turned into amazing weapons by a skilled craftsman.

TinyMedal

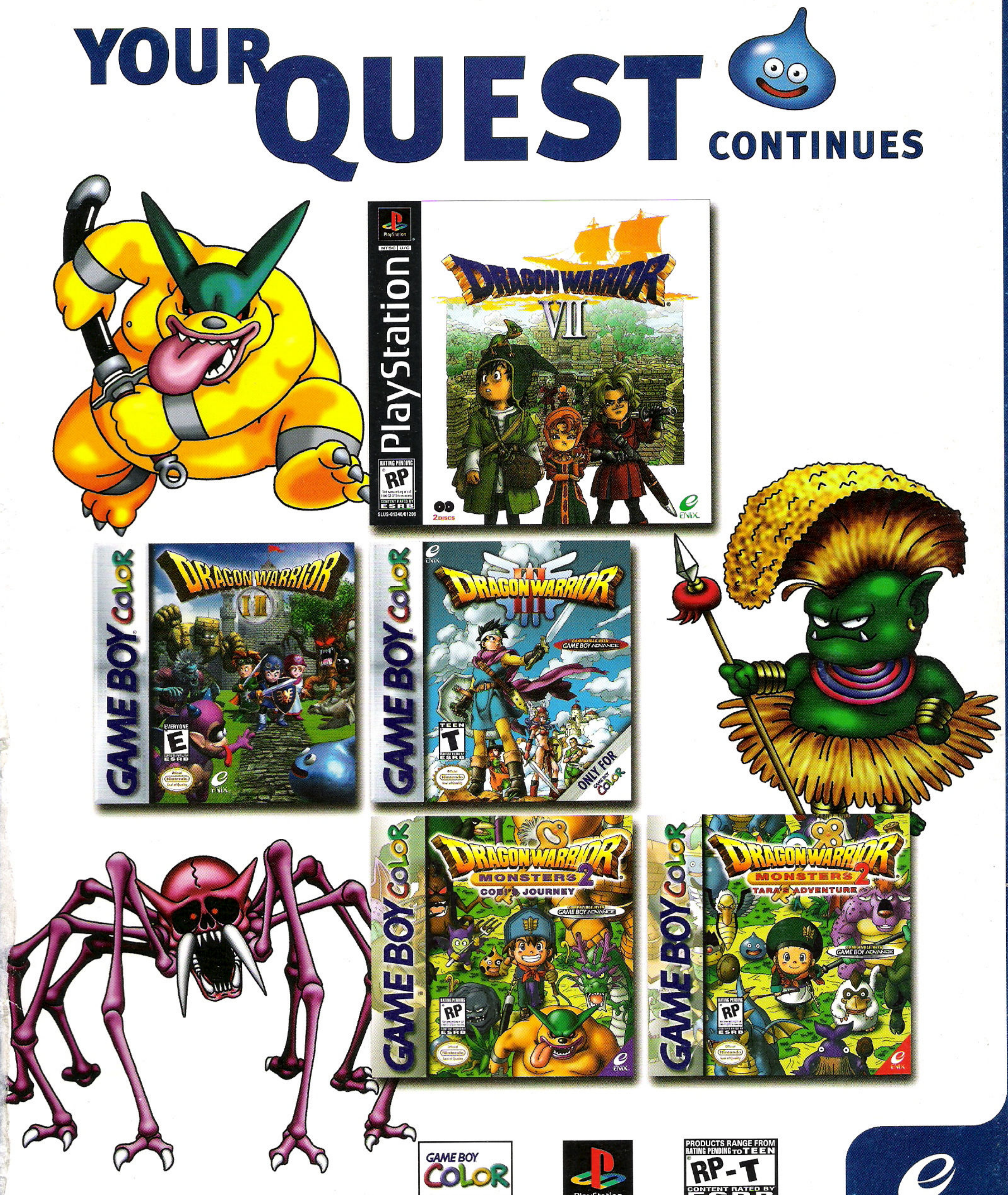
Buy: — Sell: —
How to Obtain: 🧰 !

Collect these strange medallions and turn them in for valuable prizes.

6 Orbs

Buy: — Sell: —
How to Obtain: 🧰 !

Six magical orbs are hidden throughout the land. If someone were to find them all and bring them to an ice-covered shrine, something amazing would happen . . . .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Platform: Game Boy Color

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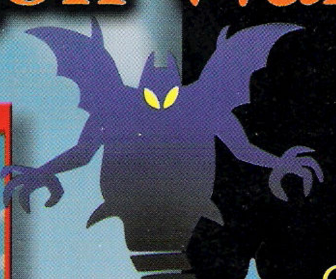

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